ZERO

GAMES ST AMIGA PC CONSOLES

ISSUE FOUR FEBRUARY £1.50



FROM THE DESIGNER WHO BROUGHT YOU *SHADOW OF THE BEAST*

AWESOME!

COSMIC EXCLUSIVE ON PAGE 40

OVER 40 REVIEWS AND PREVIEWS INCLUDING: THEIR FINEST HOUR

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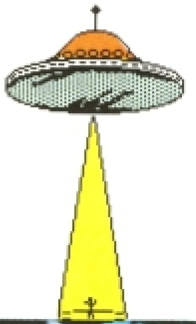
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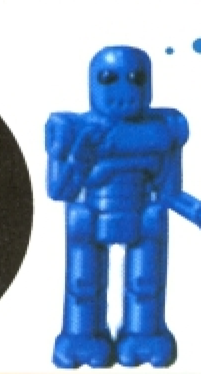

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CHASE H.Q.
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as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!
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Kevin Costner's likeness is the copyright of Paramount Pictures.
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OPERATION WOLF...
NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE
ROY ADAM IS BACK!
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USE THE LASERSIGHT
or the bulletproof vest, but watch out for
AIR-TO-GROUND MISSILES
Operation Thunderbolt the incredible Taito coin-op conversion brought NOW to your home computer.
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ZERO 4

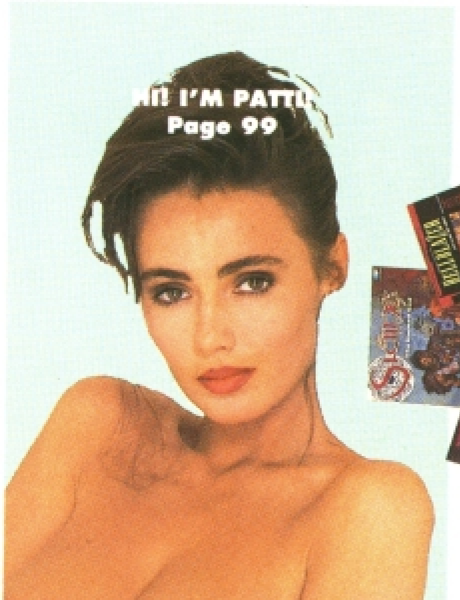


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'C' IS FOR CABBAGE Page 30



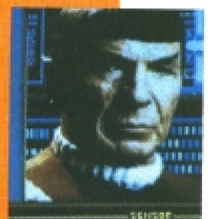
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GAMES LIST

Can't find that elusive preview or review? Well check them all out in the ZERO quick reference guide.



STAR TREK V PAGE 48

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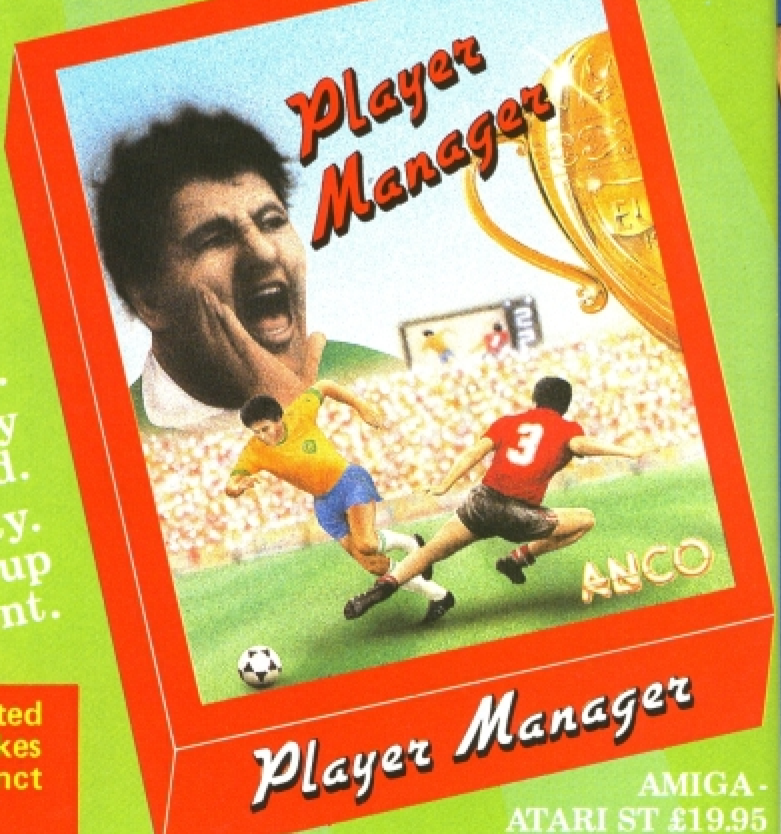
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Player Manager

BY DINO DINI

BRINGS THE QUALITY OF 'KICK OFF' TO THE ART OF MANAGEMENT

* Play the BEST soccer simulation. Blistering Pace - Pixel Perfect Passing.
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Bring Back The Glory Days, the brief of the newly appointed PLAYER MANAGER, an International class player, as he takes charge of a third division club. His success depends on four distinct aspects of the game.

AMIGA - ATARI ST £19.95

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PLAYING SKILLS OF THE MANAGER

This part of the game is a refined version of the KICK OFF, retaining it's pace, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

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Over a thousand players in the four division league. Each player with a unique combination of the following attributes: SHOOTING ACCURACY, PASSING ACCURACY, PACE, STAMINA, APPLICATION, AGGRESSION, HEIGHT and TACKLING SKILL.

These attributes are influenced by the player's Age, Mental and Physical Dexterity, Quality of Experience, Weight, Temperament and Morale. There are several other factors such as injury, disciplinary points, unsuitable playing position which influence a player's performance.

Hosts of other factors like referees, injuries, disciplinary problems, team morale etc. can lay to waste the best laid plans of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU.







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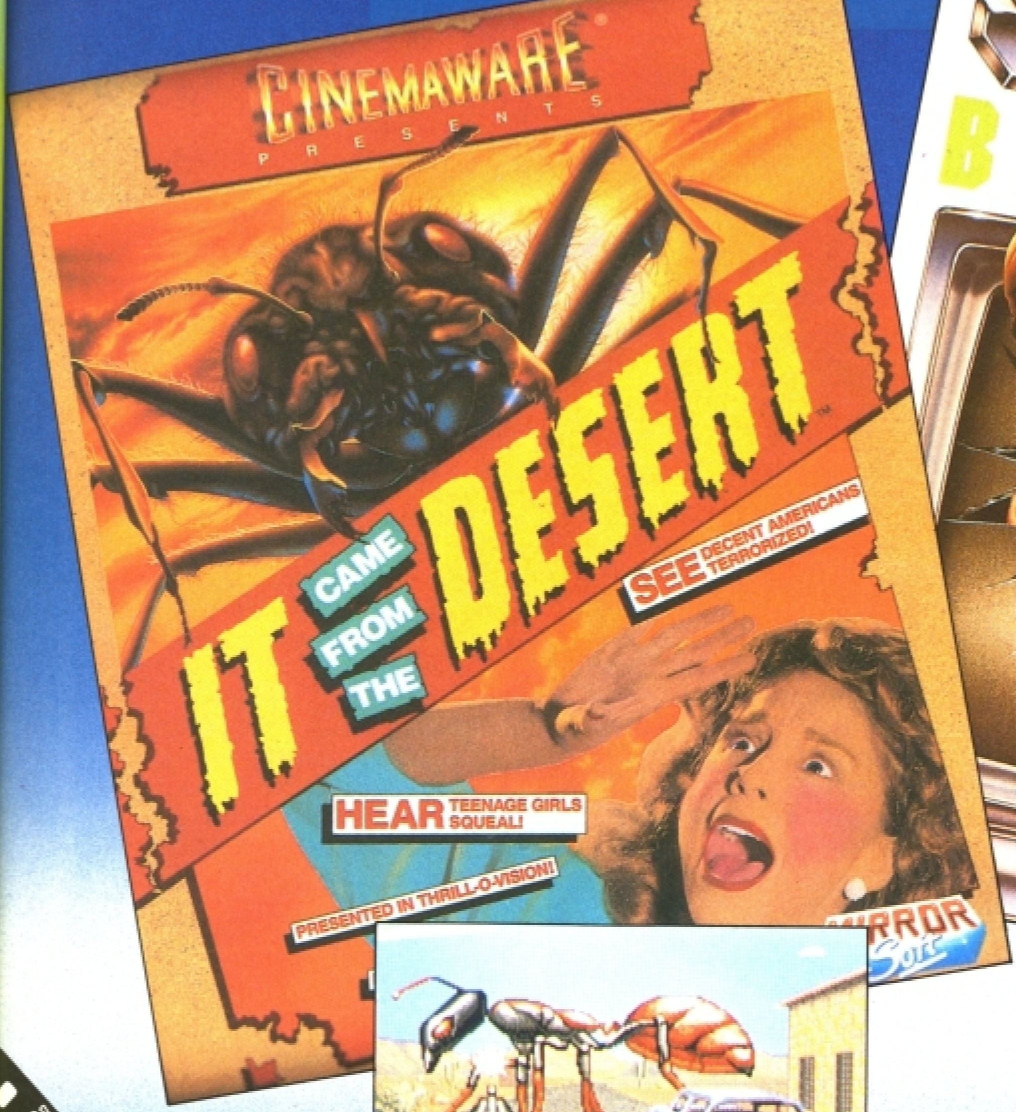
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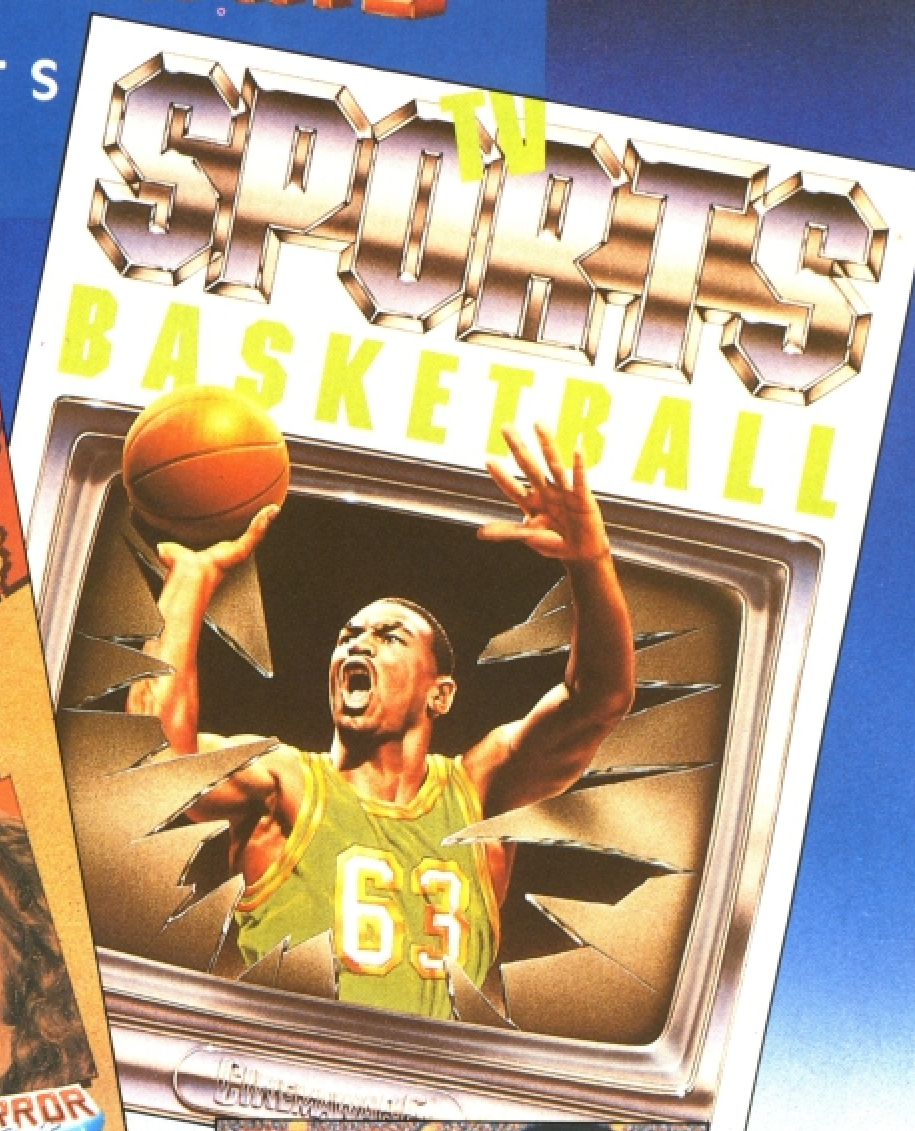
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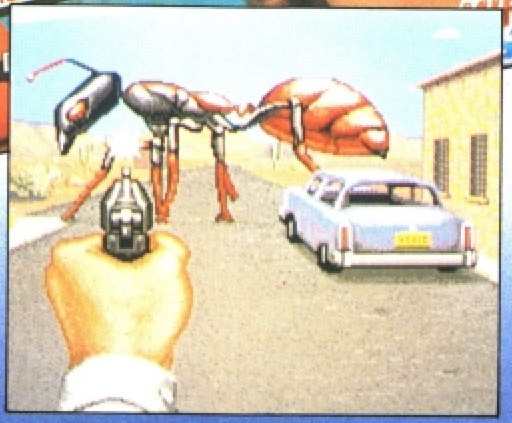
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CINEMAWARE

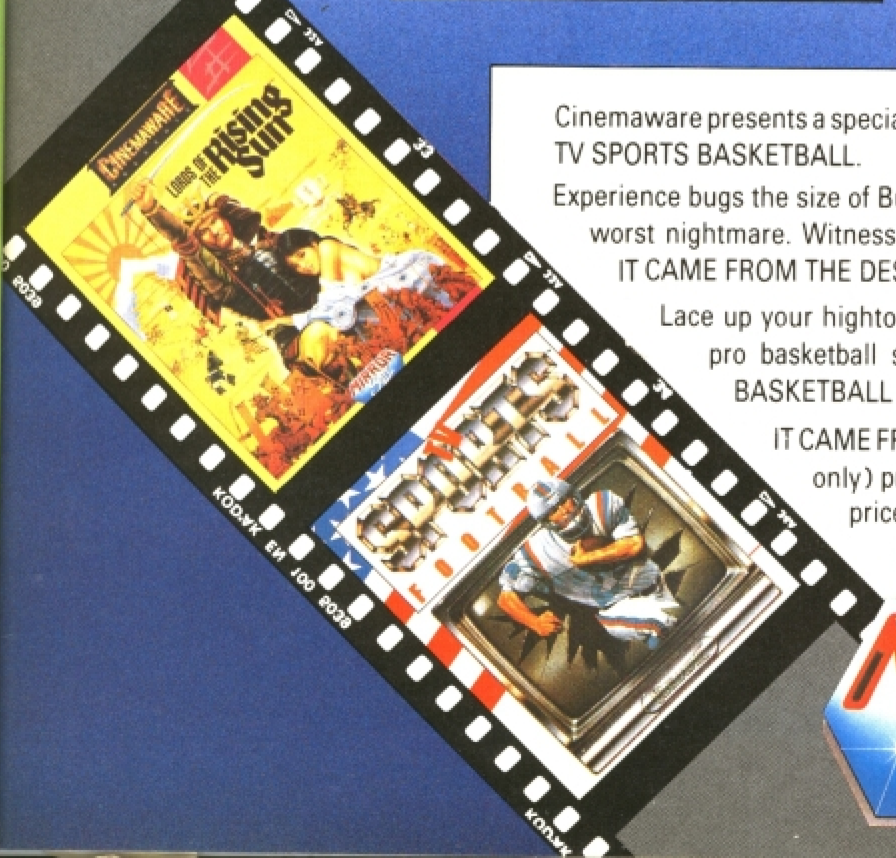
PRESENTS











Cinemaware presents a special Double Bill for Amiga Users featuring IT CAME FROM THE DESERT and TV SPORTS BASKETBALL.

Experience bugs the size of Buicks. Feel the desert wind chap your parched lips. Be consumed by your worst nightmare. Witness science fiction become fact as the unimaginable become real .... in IT CAME FROM THE DESERT.

Lace up your hightops and get psyched for a fast breaking in-your-face, full court, 5-on-5 pro basketball simulation that looks exactly like a network broadcast. TV SPORTS BASKETBALL is truly the Phi Slamma Jamma of Basketball simulations.

IT CAME FROM THE DESERT is now playing for the Commodore Amiga (1MEG only) priced at £29.99. TV SPORTS BASKETBALL is a coming attraction also priced at £29.99.

Cinemaware's TV Sports Football and Lords of the Rising Sun are already available for the Commodore Amiga.

MIRROR Soft

Irwin House, 118 Southwark Street, London SE1 0SW.

Oi!



SQUARE DEAL ADVENTURE



Be there and be square in a life-size arcade adventure from satellite channel BSB who go on the air this spring. *The Satellite Game* is a computer-generated adventure-style game produced by Broadsword Television, the team behind Anglia TV's *Knightmare* series. Animation is being done by Incentive Software, using its Freescape graphics techniques, with additional stills programmed by David Rowe. Tim Child of Broadsword promises that *The Satellite Game* will be much bigger than *Knightmare*: "a full-blown arcade adventure in which it's possible to go on a 'theoretical' 60 mile journey" – in which contestants will explore the outer reaches of the galaxy in their quest to save mankind – the usual excuse, in fact, for a good role-playing romp. Get your squarials up to watch *The Satellite Game* when BSB hits the airwaves.

BETTER BITTER BUTTER...

There've been some well dodgy games titles in the past, but *Guns And Butter must rank up there with the best of them. It's the new game from Chris Crawford, author of *Balance Of Power*.**

Out on the PC and Mac to start with, *Guns And Butter* is a game of economic, rather than military, strategy – *Balance Of Power* in peacetime, if you like. Out soon from Mindscape at £25-30.

***Why *Guns And Butter*? Apparently the name comes from a Franklin Roosevelt World War II saying, that when there's not much to eat, it comes down to a choice between guns and butter.**

SPEND WEEKEND WITH VIRGIN FOR TEN QUID



Virgin has come up with an ingenious idea for anyone who wants to have a go on its Sega console but is too poor or too cautious to buy one. You can now rent a Sega System and a Sega cartridge game just as you might rent a video. Simply pop into one of the 1,200 video outlets taking part in the venture (they're listed in invisible ink here) and hire the machine for around ten quid for the weekend, plus a game cartridge for two quid a night (prices at individual outlets' discretion). Plug it into the TV and away you go.

DOMARK'S NEW INCENTIVE



Incentive has ceased to be an independent computer game publishing house, aiming to concentrate instead on game development. Their first new game, using a much enhanced 'Freescape' system, is called *Castle Warrior* and will be published by the Doms in April. (The Doms are the ones in the picture wearing corrugated shirts.)

GO, GO, GO



PC manufacturer ACER has offered a cool $1,500,000 to anyone who can produce a computer version of GO! that can beat the world champion by the year 2000. It's reckoned that no-one stands a chance so the money's safe – you've got 10 years to prove 'em wrong! Oh, and CP Software is releasing the computer game *GO!* in March on PC, ST and Amiga.

TRICK OR TREAT?



Amaze your friends! Horrify your enemies! See colleagues' eyes pop out of their heads! With *Jokeware* from Hi-Jinx, you can 'ambush' someone's PC-compatible to play all sorts of tricks on them. How about fixing it so that a Pacman-type character will pop up on screen and start 'eating' a document, word by word? Or the hilarious 'Hard disk formatted' message? Hi-Jinx is very keen to point out that all these wheezes are harmless – they're not viruses, they only affect the screen or keyboard, not data held, and they'll only last 10 minutes before restoring normality to your PC. But it sounds like plenty of fun while it lasts. Available for £19.95 from Hi-Jinx on (0494) 735598.

PINING FOR THE FJORDS ?

Time to hone up all those fave Norwegian jokes as Newline Software, the first 16-bit software house in Norway, is about to release *Plexu*, its second game for the Amiga, ST and PC. As well as being involved in the full price market Newline is committed to launching new products at budget prices. Sounds like a pleasant change from the raves from the grave usually found on budget labels.



TASTY PC STARTER



Bring your PC up to pole position in the games stakes with a Home Games Starter Pack and ST and Amiga owners will never kick sand in your face again. In the pack are four biggie Ocean games, a Competition Pro PC joystick and an analogue-to-digital games card, which will take up one of your expansion slots. The beauty of the card, according to supplier Dynamic Marketing, is that a) it'll take two joysticks and b) you can use an ordinary digital joystick and the card converts the signal – no more expensive PC analogue joystick and empty wallet misery. The games (5.25" only) are *Robocop*, *Victory Road*, *World Series Baseball* and *Wizball*, which are all CGA-and-upwards compatible. The Games Pack costs £49.95; Dynamic is on (061) 626 7222.



ON THE GRAPEVINE

News has just reached us that Don Bluth (he of animation fame – he did the graphics for **Dragon's Lair** and **Space Ace**) will be doing even more great erm… Don Bluth style graphics on some new computer titles. More details as we have them…

- In its latest move towards world domination, Virgin Mastertronic has added the prestigious adventure house Magnetic Scrolls to its list of labels. Scrolls used to be published by Rainbird, but when Microprose bought Rainbird and the other Telecomsoft divisions last year, Magnetic Scrolls declined to go with them. The Virgin deal means that David Bishop, late of Epyx UK, will be Magnetic Scrolls manager within Virgin. He's also been appointed to head up Melbourne House, which was once mighty well-known for its adventures too, but has virtually lain dormant for the last year or so. Bishop says he wants to concentrate on developing high quality strategy and fantasy role playing titles for Melbourne House, but we're not to hold our breath waiting – it'll be the middle of this year before anything appears.
- Microdeal is releasing **Amnios**, a four way scrolling shoot 'em up with four different heights of play. The graphics are being produced by Pete Lyon, famous for **Karate Kid** and the original **Gold Runner**. Apparently the graphics feature "unique half bright shadowing." ??!! Yes, Pete! Out in March this year.
- Everyone by now should be aware of **Dragon's Breath**, the Palace blockbuster due out in early February. But does the title **Voodoo Nightmare** ring a bell? Due out in April, it will be the next game off the Palace production line. Described as an arcade game with strong adventure content, it is being programmed by Zippo, the team responsible for **Cosmic Pirate**. It features isometric graphics – you know, those 3D jobbies that graced Ultimate's speccy games in the early 80s. But fear not: Zippo's graphics will be 16-bit, 1990s style…
- Activision is releasing **Hot Rod**, the conversion of the Sega coin-op. Apparently it'll feature up to 30 turbulent tracks where players will encounter the good British weather – snowdrifts, rain and ice. Not to mention deadly rock slides, slippery sand and cop cars on your tail. Both ST and Amiga versions will allow up to four players so you can have a real **Hot Rod** of a party with your friends. And the cost? £24.99.
- And if there weren't just too many soccer games around already, there's the green baize version, **Subbuteo**, on its way from Goliath Games. And an impassioned plea from ZERO to software aficionados everywhere: please, please don't tell anyone at US Gold that there's a World Cup on this year. Remember what happened last time?

Oi written and compiled by Christina Erskine





RAMRO

Still suffering from Post-Christmas depression? Enjoying being back in school? The office? Prison? Nah, we didn't think so. Still, you could pass the time by checking out what's going to be gripping your gonads in the coming months. Gameswise, that is.

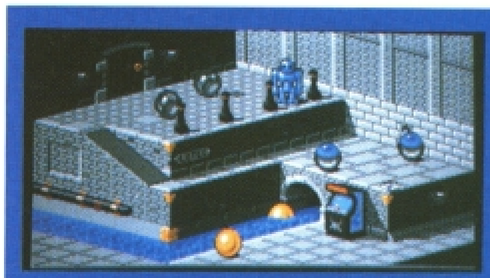


What with *Switchblade*, *Super Cars* and a whole host of other 16-bit goodies planned, Gremlin seems to be re-establishing itself as a high quality 16-bit software house. One game which doesn't look like doing any harm to its progress is the long awaited *Ramrod*, first mentioned around the time the Sinclair Spectrum was launched. Well, maybe that's a slight exaggeration, but we have been waiting for ages, that's for sure. Now, according to Gremlin, it's "Imminent. Any second now. No word of a lie, guv, no really we mean it".

RAMROD UP RAMBOT

Anyway, Gremlin is planning to kick off the new decade by bringing you "a totally new concept in Computer Entertainment; You have to entertain your computer". Now not being the type of people to stroll into a restaurant with our computers for a candlelit dinner before heading back to the pad for a quick Gold Blend, the idea of 'entertaining' our 16-bit buddies had us at ZERO a tad worried. Fortunately, this isn't quite what the folk at Gremlin (Gremloids?) had in mind. It actually involves getting your on-screen character to play the arcade games to be found dotted around the place and shoving CD's into Hi-Fi's, which happen to be built into various walls.

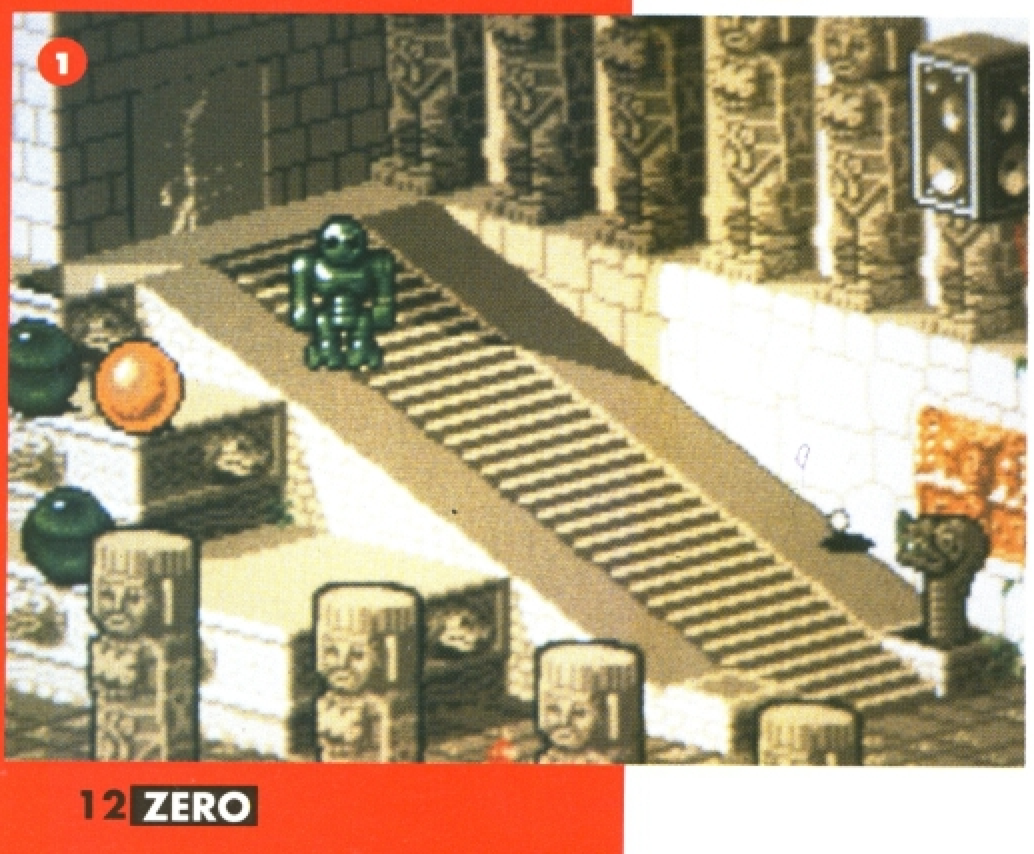
Your on-screen persona (am I pseud or what) is either the egotistical title character Ramrod – who looks rather like Arnie Schwartzenegger with a pressure cooker on his head – or the much cuter but profoundly heavier Rambot. There are four levels, each featuring a coin-op game. In order to progress to the next level, Ram-whichever-you-chose must complete the coin-op game of that level. Before he even gets to play a coin-op, he needs to locate some coins to op the ops, which are to be found scattered across the level. Getting the coins isn't a matter of strolling around in the Spring sunlight picking bluebells, as it were, because there are tons of meanies and other things to prevent you from penny pinching.



Check out Lo-Tec level, with all its 'Victorian' style things, like, erm... cobbled paving and stuff. The bubbles are more of an inconvenience than a real pain in the bionic bottie.

A LOAD OF... SPHERES

The major hazards are 'droids which generally protect a specific object. They follow certain paths and contact with

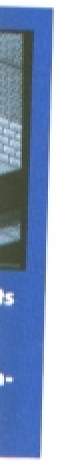




ROD



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them will result in our hero being electrically fried. There are also loads of balls around the levels, each type having different qualities. Lead, steel and iron are the heaviest, and although they won't be damaged by a fall, they sink in water. Polished steel and chromium are similar, except that they reflect the various objects around them. There are also rubber balls, and glass balls which will break when dropped, but float on the water. Eh?

BONUS NEWSPAPERS

Shooting the various meanies sometimes results in a bonus – this usually boosts the effect of your resident missile. The 'Speed' bonus will make

▼ Perched on the right is 'Ramrod'. Worrahunk, eh? And on his left is 'Rambot', all-round regular blue metal guy, with a nice shiny, smooth, blemish-free complexion. That's what using Oxy GTX 10 does for you.





Start here! The wee signposts indicate which level is accessed from which particular little lake. The character must jump into the middle of the lake to get into the tube which leads to the level. Pretty obvious really, innit?

them faster, 'Bopper' will make the missile stronger, 'Gauntlet' kills any of the balls around you, whilst 'Guardian' let's you read a nicely designed and politically sound newspaper. Actually, that's a lie. It gives you a missile that buzzes round bashing everything which comes into your vicinity. 'Eight Way' allows you to fire in eight directions. In addition to this lot, there are also a number of special bonus missiles to collect. Phew!

The four levels each have a theme, and are all pretty surreal. The first is the Hi-Tec level, with all the usual computery type stuff – for example, mirrored tiles and the famous computer generated juggler. Level two steps back in time to the era of the industrial revolution and is condescendingly entitled the Lo-Tec level. The third level, an appalling pun on the first two, is the Az-Tec, with tons of strange Peruvian stuff like sacrificial altars and the Temple of Quetzalcoati. There's also plenty of jungle with huge venus fly traps and the lines of Nazca. Anyone who reads those loony books by Erich Von Daniken will be familiar with them... After the terrible pun of the third level's title, Gremlin remorselessly decided to follow it up with another even more dodgy pun, naming the other level 'Fantas-Tec'. This is the one from which all the others are accessed and to which you must return once a level is completed.

From what we've seen, it looks like *Ramrod* is going to be very impressive when it's finally released. Although superficially it looks like another *Marble Madness* rip-off, it promises to strike a good balance between the manic coin-ops and brain-blending puzzles on the various levels. It's been a long time in the programming, even longer in the planning and it should be coming to you very, very soon.

WHAT'S WHAT

TITLE	Ramrod
PUBLISHER	Gremlin
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	March





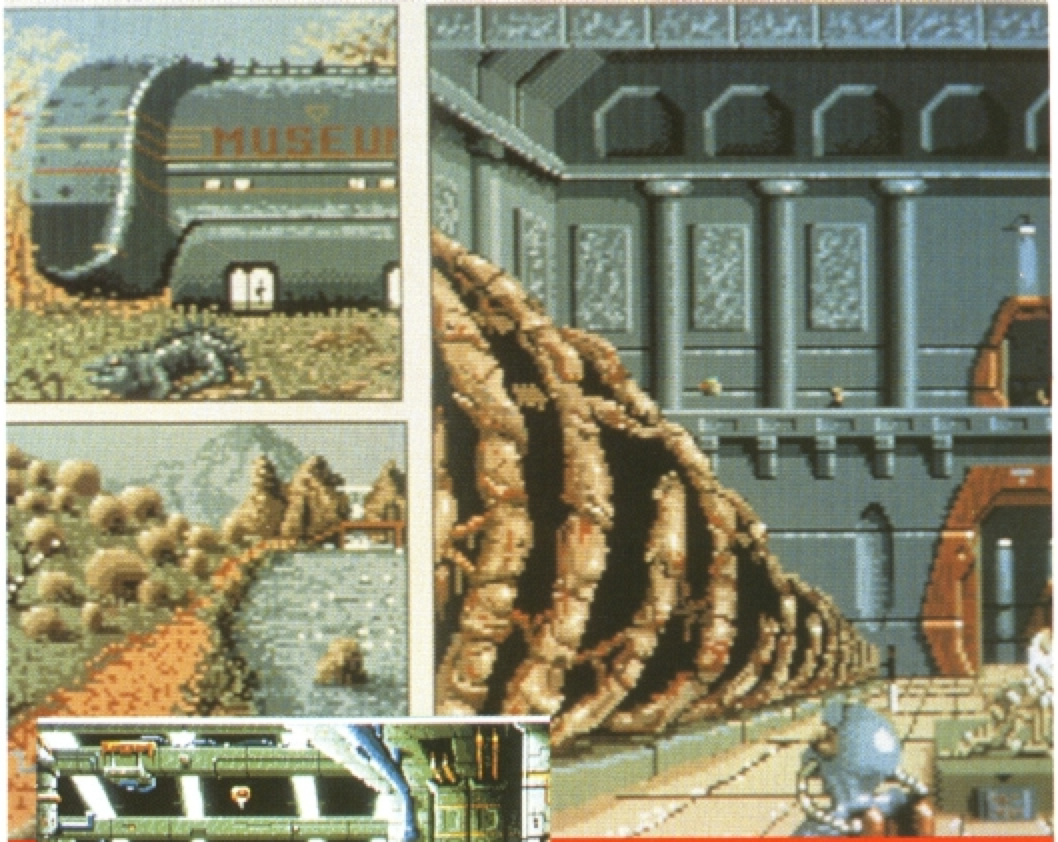
1 We're on Az-Tec level. Our Hero goes hurtling down the slippery slope, while the dragon thingie at the bottom of the slope fires bullets at him. The rotter!

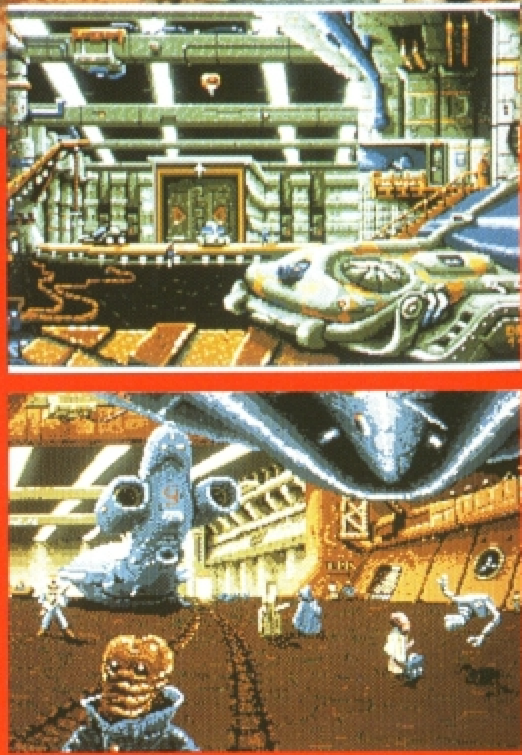
2 Az-Tec level again, and Ramrod is being chased by a profoundly large ball. I'm sure the designer of this game has got serious problems that only a psychoanalyst of Freud's standing could sort out.

3 Checkmate! On the chess board – one of the earliest and difficult puzzes to solve. You have to cross the board, but stepping onto any square on which you can be taken will result in your instant demise.

AMIGA CHART

1. **HARD DRIVIN'** Domark
2. **TURBO OUTRUN** US Gold
3. **OPERATION THUNDERBOLT**/Ocean
4. **CHASE HQ** Ocean
5. **UNTOUCHABLES** Ocean
6. **GHOSTBUSTERS II** Activision
7. **POWERDRIFT** Activision
8. **MOONWALKER** US Gold
9. **INTERPHASE** ImageWorks
10. **FUTURE WARS** Palace





B.A.T.

Strategy and flight sim meet head on in the apocalyptic industrial city of Terrapolis. As a 22nd Century law enforcement officer, you will have to explore over 1,100 different locations, fly a DRAG ship across the arid desert and meet seven different species who you'd really rather not. And just think, Sherlock Holmes didn't even have to leave Baker Street.

● Released by Ubi Soft in mid February on ST, price to be announced.



THUNDERSTRIKE

Worried by the arrival of satellite TV and the rising violence in *Little House On The Prairie*? Count yourself lucky, because 200 years in the future the whole Earth is controlled by TV networks and the defence industry. What has this resulted in? You've guessed it (well no, you probably haven't actually) – the military Olympics. As a spaceship-flying gladiator, you aim to make sufficent kills to be proclaimed Defender Of The Ground and thereby become a big hit with the girls, boys or bug-eyed monsters from Zeebrog I (depending which particular bag you're into). In deference to TV coverage, kills are replayed from a range of angles. All this and solid polyhedrons too...

● Available from Logotron in May on ST, Amiga and PC, prices to be announced.

TYPHOON THOMPSON

Riding Along On The Crest Of A Wave will be the song on everyone's lips as Typhoon Thompson rushes round the ocean planet of Aguar attempting to rescue a tiny baby from the evil Sea Sprites. (All together now, 'Ahhhhh... bleuarghh'.) Controlling a one man jet sled, Thompson (Typhoo to his mates) must destroy a lot of Flyers who keep trying to push him off his sled. (Bullies!) Then he can turn his attentions to the Sea Sprites before they turn into a fish and hide out in a packet of cod steaks.

● Available from Domark/Broderbund on ST, Amiga and PC in February, priced £19.99 for ST and Amiga, £24.99 for PC.

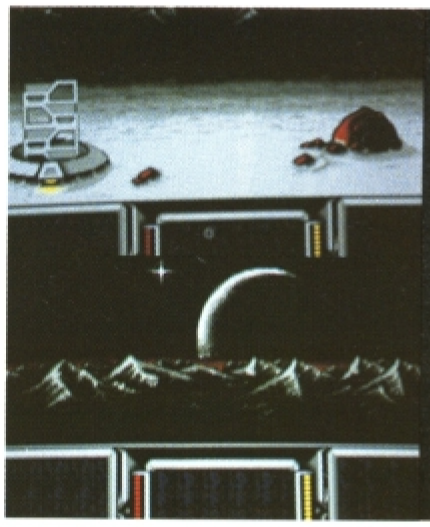






WINGS OF FURY

Now you might have thought that something big and tough like an aircraft carrier could look after itself. Not so. The USS Wasp, poor little darling, needs mothering – so off you jolly well go in your Hellcat fighter bomber and keep the baddies away. You can fight under any of seven ranks, each posing a different level of difficulty. No matter what the level though, there will come a time when your plane resembles a collander and you find out why the Wasp is a better carrier than landing strip.
● Available from Domark/Broderbund in February on ST, Amiga and PC, all at £19.99.



DOMINION

1990 may well turn out to be the year of the environmentally sound game. *Dominion* may be the first of the flood. It deals with an irate creator who must be convinced that the human race do not deserve extinction for the mess they've made of the earth. Too right.
● Available from Interceptor in the Spring on Amiga and ST, price around £24.99. A PC version may follow.



TUSKER

Imagine being landed with a name like Tusker. Cheers dad, thanks for the great start in life. With a name like that the only career open to you really is finding the legendary Elephants' Graveyard. To do this you have to journey across, and do battle against, most of the African Continent. There'll be enough swamps, deserts and temples to make Indy's adventures seem like your average package holiday safari.
● Out from System 3 at the end of January on the ST, priced £19.99, and the Amiga, £24.99.

RESOLUTION 101

Bounty hunting sure ain't what it used to be. It's no longer a job for faded Steve McQueen lookalikes with big hats and even bigger revolvers. In *Resolution 101* you are equipped with lasers, rockets and even the odd napalm bomb. Destroy all the aliens and you might win your freedom. Then again, if you're crap, you might not. Life, eh?
● Available from Logotron in April on ST, Amiga and PC, prices to be announced.





UNREAL

What is a poor lovesick dragon to do when the girl of his dreams is tricked into marrying the evil master? Why, get together with his chum Targan and set off to rescue her of course. On the way he will have to find crystals and swords before destroying the four elements of Earth, Air, Fire and Water. Let's hope his 'chick' hasn't joined the Green party in the meantime.
● Out from Ubi Soft mid February on Amiga, price to be announced.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

If you fancy escaping into a world of comics (that's comic as in *Eagle* and *Beano* not *Smith And Jones*) then Domark may have just the thing. This mission across Planet X to rescue enslaved humans from the evil Reptilons aims by its theme and graphics to capture the atmosphere of a comic book adventure. As well as solving problems like finding food, rescuing hostages and killing aliens you must also try to remember to switch on the escalator, a task that's likely to defeat certain employees of London Underground.
● Available from Domark in March on ST, Amiga and PC. £19.99 for Amiga and ST, £24.99 for PC.



ST CHART

1. **HARD DRIVIN'** Domark
2. **TURBO OUTRUN** US Gold
3. **CHASE HQ** Ocean
4. **OPERATION THUNDERBOLT**/Ocean
5. **BATMAN: THE MOVIE** Ocean
6. **UNTOUCHABLES** Ocean
7. **GHOSTBUSTERS II** Activision
8. **POWERDRIFT** Activision
9. **MOONWALKER** US Gold
10. **FUTURE WARS** Palace

PC CHART

1. **STAR TREK V** Mindscape
2. **M1 TANK PLATOON** Microprose
3. **SIM CITY** Infogrames
4. **THE DUEL - TEST DRIVE II**/ Accolade
5. **CHESS MASTER 2100** CDS
6. **INDY - GRAPHIC ADVENTURE**/LucasFilm
7. **HAWAIIAN SCENERY DISK**/SubLogic
8. **KING'S QUEST TRIPLE PACK**/Sierra On Line
9. **GHOSTBUSTERS II** Activision
10. **MOONWALKER** US Gold

● Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London. Tel: 01-361 1234





CONQUEROR

Just imagine if Dave Braben, author of *Zarch* (aka *Virus*) were to write a tank sim, using the same sort of viewpoint as the aforementioned games - wouldn't it be fab? Blimey!! He has! It's called *Conqueror*, and it looks like it could be, to use a phrase frequently found in a certain newspaper, a 'stunna'.

● Out from Rainbow Arts in February at £19.99 on the ST, and £24.99 on the Amiga.



EAGLE'S RIDER

Captain Steve Jordan of the 537th squadron of Chase Interceptors has obviously got something of a death wish. Having escaped from the Cyborgs and stolen one of their Eagle Interceptors into the bargain, he decides to set out to find and destroy the Cyborg mother planet. With only a ship-board computer for company, information and early morning cups of tea, Jordan must recruit allies, avoid Pirates and steer well clear of Black Holes and floating mines. Sounds a doddle.

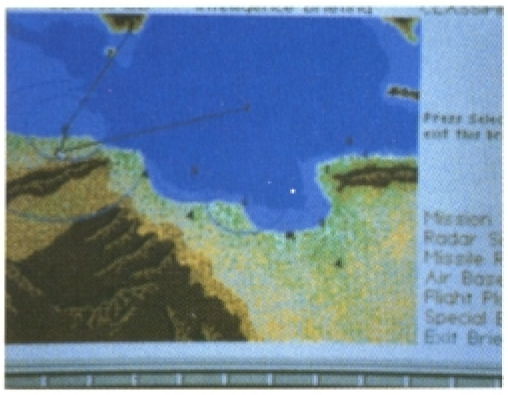
● Out from Infogrames at the end of January on ST and Amiga, priced £24.99.

DRAGON'S BREATH

At last something for the gamesplayer who can't be bothered to play the game. *Dragon's Breath* involves three characters which can be played by you or the computer. If you choose not to play any characters then the computer plays with itself. (Can computers go blind?) If you choose to get involved, you'll find it's a strategy game involving trading and arcade elements - a quest for the secret of immortality that lies in the Great Castle's throne room, no less.

● Available from Palace Software in late February on Amiga and in March on ST, both priced £29.99.



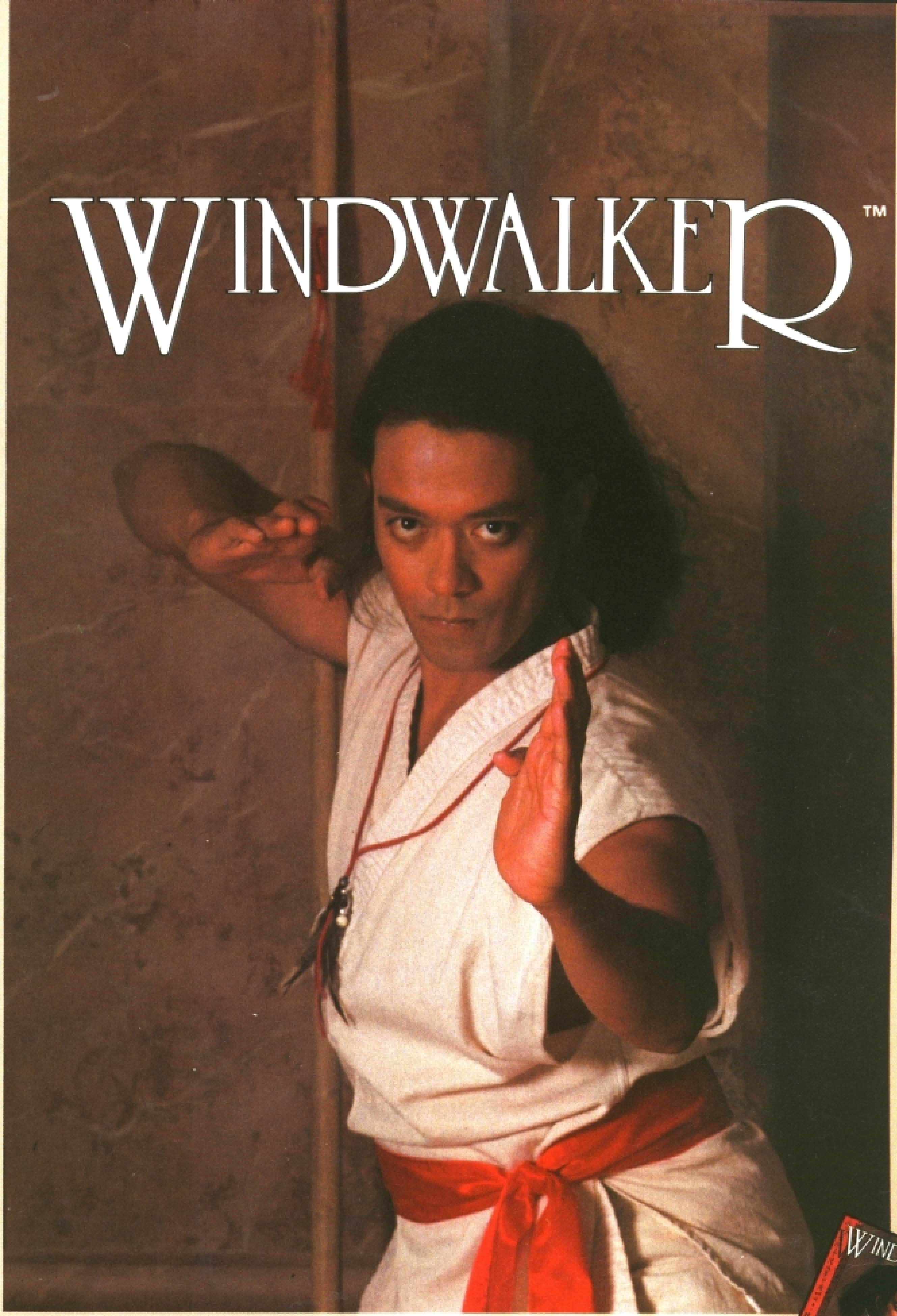


F-19 STEALTH FIGHTER

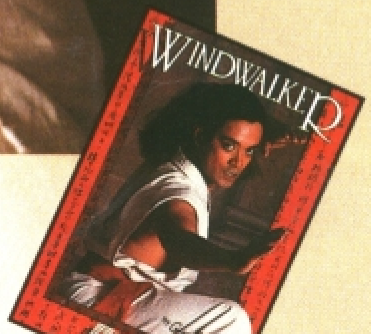
Just when you thought that there were no more F words to use about flight sims, here comes another from Microprose. The Stealth Fighter is one of the USAF's most secret aircraft and is used on missions deemed too dangerous for other aircraft. It makes you wonder whether there any missions left for ordinary aircraft... You can view your successes or failures from inside the cockpit or from a range of other perspectives. This allows you to laugh uproariously as you see a plane burst into flames and hurtle to the ground and then say "Oooer, that's me!"

● Out from Microprose this Spring on the ST and Amiga, price to be announced.

STOP



WINDWALKER ™



WINDWALKER
ORIGIN

COMPO

BEAM DOWN THE PRIZES

(It's A *Star Trek* Competition)

ABOARD THE USS ENTERPRISE, STARDATE 226244

Scott: Captain – that video recorder seems far too valuable to give away. The Enterprise bank balance surely canna take the strain.
Kirk: You just keep those engines running at full power, Mister. I'll worry about the prizes.
Uhuru: Captain Kirk, I have the readings on the unchartered planet that you requested...
Kirk: Very good. Your findings?
Uhuru: Atmosphere is a breathable nitrogen/oxygen mixture, sir. I have a lifeforce reading too. Whatever lives down there is enormous.
McCoy: I don't like it, Jim.
Kirk: You don't like anything, Bones. Mr Spock, get a landing party together... we're going down.
Spock: May I be allowed to make a suggestion Captain?



Kirk: Go ahead, Mr Spock.
Spock: It might be wise to ensure that one member of the landing party is an unknown actor, who is wearing a different coloured uniform to the rest of us. That way, if anyone has to die (which is likely), this 'odd man out' can be the candidate – and we can all escape back to the ship.
Kirk: Good idea Mr Spock. So that's arranged. The landing party will consist of me (the Captain), yourself (the chief science officer and second in command), Bones (the ship's only doctor), Yeoman Rand (the token female with a silly hairdo), Mr Scott (the chief engineer) and a complete stranger (wearing a different uniform to the rest of us).
Scott: My underpants canna take it Captain.
Kirk: To the transporter room then....

HOW TO WIN

It's quite simple. Study the script above, because you're going to be playing one of the parts. Guess which one? No, not Lieutenant Uhura. You get to play the complete stranger (wearing a different uniform to everyone else). So how happy are you that you've been picked for the landing party? If you've got any sense you'll be less than ecstatic. In fact you'll probably want to get out of going altogether (and who can blame you?).
What we're going to do is give you six options. You can pick only one (by ticking the relevent box). We know which one we'd do, and if yours matches ours then you'll win: but there's a tie–break question to answer as well, though. When you've filled in the coupon, cut it out and send it to **I Dinna Think The British Postal Service Can Get This Entry Moving Quickly Enough, Captain Compo, ZERO, 14 Rathbone Place, London W1P 1DE.** Entries must reach us by February 28th.

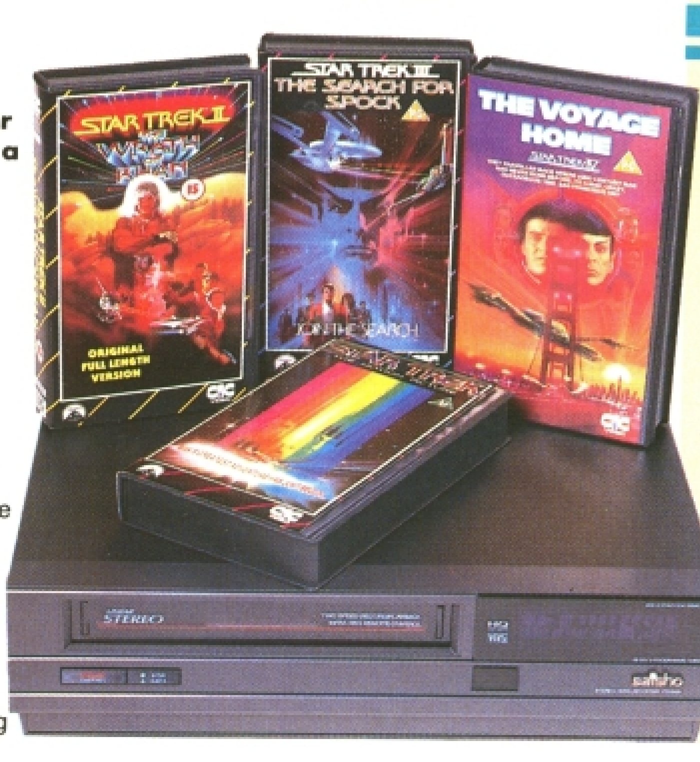
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RULES

- Employees of Dennis Publishing and Mindscape are not allowed to enter. Nor are Klingons.
- Entries must be in by Stardate February 28th 1990.
- The editor's decision is final (although he could be swayed by a crate of Space Whisky).

Here's what I'd do faced with the Landing Party dilemma.

- ☐ Go sick with a 'sudden bout' of space flu.
- ☐ Creep into the transporter room and smash up the control console (after beaming any spare parts down to the planet surface).
- ☐ Switch shirts with Yeoman Rand in the hope that the alien will mistake her for the 'dispensible landing party member'.
- ☐ Try to arrange a mutiny, convincing all the other 'extras' on the Enterprise that they could just as easily find themselves being picked in the next episode.
- ☐ Appeal to Mr Scott, offering him a hefty bribe (of Space Whisky) if he can talk the Captain around.

THE TIE BREAKER:

What have Captain Kirk, Dr McCoy and Mr Scott all got in common?

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Name..

Address......................................

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Space Code...................

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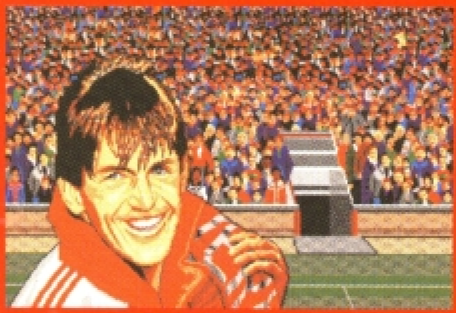
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KENNY DALGLISH SOCCER MATCH





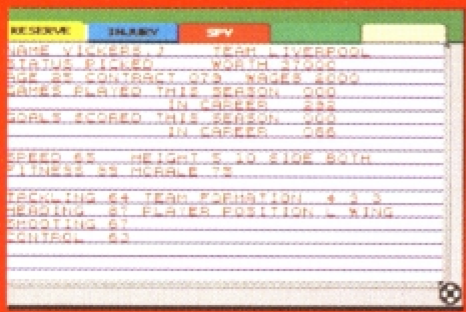
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LETTERS

Fooled you! This isn't that peculiar black shaped thingie at the back of the mag – none of that 'my name's Ben Elton' alternative stuff here. In this, the 'proper' letters page we want some serious corre-spondance – piracy, feminism, RS232 leads – you know the sort of thing. Well... maybe not *quite* that boring! Just send all your scribbles to *Tim* 'I'm sorry but I don't understand the joke' *Ponting* and he'll try hard to be awfully serious. Just like this, in fact...

WRONG AGAIN!!

When I used to own a Speccy, I always purchased a mindnumbingly amazing magazine called *Your Sinclair*, a Dennis publication. I now have an Atari ST and decided to purchase a new mag called ZERO. I soon noticed something orgasmically obvious even to Nigel Lawson, this being the similarity between the Z mag's reviewing guys and publishers. Even the address is the same. Now either I'm a rather huge gerbil-eating *Sunday Sport* reading Nigel-Lawson-for-brains prat or do I presume you've started to run off another raving sexy mag almost as good as old *Your Sinclair*? I do hope you keep up the incredible raunchy standard of the first issue.

Tom West, Findham, Sussex

PS What happened to my maps of *Saboteur II* and *Cauldron I* and *II?*

Well Nigel Lawson is obviously not the complete prat he looks because a) he doesn't carry that stupid red handbag anymore and b) you're completely wrong! YS *and* ZERO *are not related to each other in any way. It's just a pure coincidence that some of the reviewers have the same names, the same parents, the same addresses and even look slightly similar. As for the maps – do me a favour, you don't really think we hep cats at* ZERO *would run off with cheats for 8-bit games, do you?* **Ed.**

DOTTY OR WHAT?

I have owned an Amiga for about a year and my first game was *Interceptor.* It's a fantastic flight and combat simulator and I agree with the review in this respect. However, the MIGs do not remain as dots on the horizon.

Looking at the main picture, it seems to me that the reviewer was more interested in shooting up his own carrier than shooting down MIGs. Maybe that was the problem. I've had a MIG shoot past my plane with inches to spare during combat on many occasions. It seems to me that the suggestion that enemy planes will only be dots on the screen when this is not the case, does not do justice to *Interceptor.*

If you print this, maybe you could make my prize a copy of *Falcon*, as I hear that this is even better than *Interceptor...* Only joking of course.

Congratulations on an excellent magazine.

Mike Lentell, Taunton, Somerset.

I've been in touch with David, who claims he's never been attacked by a MIG in his life. Either he's been a bit of a wally or the enemy planes can't even be bothered to try and catch him. I have my own theory but it's best left unspoken... **Ed.**

MIND YOUR LANGUAGE

I bought your magazine because at £1.50 including a disk, it seemed to be a bargain – I might just keep on buying.

You may wonder why I say "might". Well, when I read through the magazine, I thought that as you'll have researched your potential market to ascertain who would be likely to read the magazine, today's living standards are really much higher than they used to be. I couldn't have afforded a 16-bit computer when I was four years old, which seems to be the age some of your writers are writing for. Then I changed my mind; some of the language isn't suitable for four year olds to be exposed to.

Please remember you have a moral obligation to provide a reasonable standard of English in an intelligible manner rather than convince your younger readers that the idiom of boor is worthy of emulation. You do not need to be high brow, just use real words.

I found one or two parts of the magazine amusing but I do think that you should draw the line between amusing and puerile.

Please send me a medium sized T-shirt.

C J McCarthy, Colton, N. Yorkshire.

Even a two year old could pontificate at substantial length about the ridiculous notion that the idiom of boor could possibly be worthy of emulation. But for your information, we don't in fact cater for four year old readers: only fives and up. And you'd be amazed at the language they pick up watching Rainbow... **Ed.**

ALIEN AVERAGES

I'm writing to you about your totally amazing magazine, ZERO.

I think this is the best 16-bit games magazine that I have ever read! It is full of useful information and great reviews on the lastest games. The way that everything is laid out is excellent.

I have one criticism, you can't add up! I was taught at school that to find out the average, you add up all the totals and divide by the number of them. Now when I read the review of *Steel* on pages 42 and 43 of Issue One, I looked at how good the Graphics, Sound, Addictiveness and Execution figures were on the Amiga compared to those on the ST, but I find that the Amiga version is only 2% better. Now if you add up all the attributes, you actually get a total of nearly 85% and not 75% as you have stated. So could you please tell me how you did it – maybe an alien calculator?

S A Wray, Reading, Berkshire.

Sean and Macca may have certain characteristics you might politely describe as 'out of this world', but calling 'em aliens, well I don't know, really. The answer is simple: the final score is not supposed to be an average. It's a figure that represents how the reviewer felt the game fared as a whole. For example, in issue three, Sim City *on Amiga received a paltry 40 for sound; but since this is of little relevance when considering the overall strength of the game, it ended up a* ZERO HERO. *Bet you feel a bit of a wombat now, eh?* **Ed.**

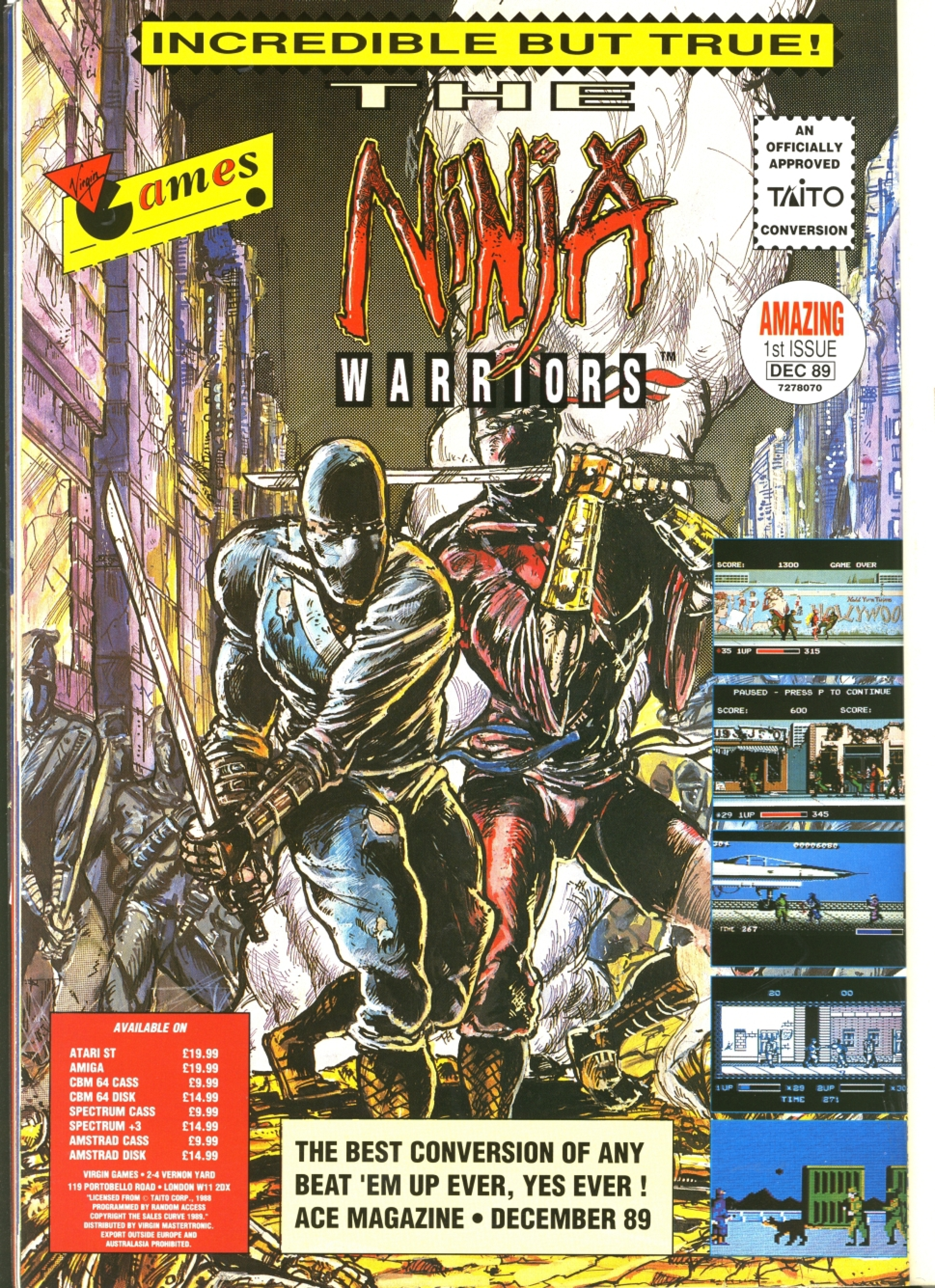
ON YER BIKE!

I hear that a new 'cabinet type' of motorcycle arcade simulation is on the verge of being released. The manufacturers (Yamasuzuki) claim that it's "the most imaginably realistic motorcycle ever created" and state that it has full stereo sound, dedicated circuitry, hydraulic suspension and mega-real sound effects. Apparently, you don a crash helmet type piece of head-gear, clamber onto the realistically styled unit and speed off at a terrific rate of knots. Each scenario is cunningly different. I have been lucky enough to try one and the Sound FX are the best I've heard on any simulation. The scrolling is perfectly smooth and you get an uncanny sensation of actually being there. So much so, in fact, that I've just traversed a mini roundabout at 195 mph and landed some 300 yards further. The screen went black, then depicted a hospital emergency ward accompanied by surprisingly realistic autosuggestively induced pain. But get your hands on one soon; the police are withdrawing all the machines and initiating criminal proceedings against Yamasusuki for supplying people with real motorcycles in the clever guise of arcade machines. What a winner!

Iain Clement, Shephall, Herts

And I thought I had really crashed my beloved 1966 Mini Cooper at 110 miles an hour into a brick wall, suffering two broken legs, a lacerated spleen and swollen tonsils. Pity the policeman who arrested me for dangerous driving didn't notice I was just playing a very realistic driving arcade sim. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE. Star Letter winners receive a hit game! All letters win a ZERO badge.


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ACE MAGAZINE • DECEMBER 89

ZERO reviews

CRITICS' CORNER

Has anyone seen *Tour Of Duty*? It's an American TV drama about the Vietnam War which got off to a good start but within about two episodes had turned into a sort of cross between *Platoon* and *Little House On The Prairie*. Well, we thought it might be a good idea to get some future storyline ideas off our 'critics' to sell to the production company.



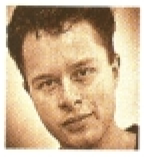
Duncan MacDonald: "*Tour Of Duty*? Never seen it. What side is it on?" LWT. "Oh. I get TVS. What's it all about then?" Well, basically it's about a particularly 'crack' Vietnam platoon. They're all really hard. The leader bloke's the hardest (of course) but he's also an incredibly 'good bloke' and the men in his command keep learning 'lessons' from him. "What kind of lessons?" Lessons in, erm, being, er, really 'nice', even though they are in fact 'killing machines'. Everyone gets nicer every week. "So there isn't any violence then?" Oh, there's loads of it, but it's always squeezed in between the, er, 'nice' bits.



Tim Ponting: "*Tour Of Duty*? Yeah, I've seen that. Did you see the one a few weeks ago where the whole unit marched, against orders, through about 50 miles of treacherous booby-trapped jungle just to carry a tiny Vietnamese baby to its mother? And then the top Captain geezer flew in by helicopter and said 'Right. You disobeyed orders. Who's responsible?'. The bloke who instigated the whole thing stepped forward – but so did everybody else. I thought they were all going to start saying 'I'm Spartacus, I'm Spartacus' or something." The idea was for you to make a storyline up, not tell us one you've seen! "Oh. I can do that." You can't, you've no more room.



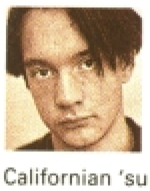
Paul Lakin: "Yes, I've got a particularly good *Tour Of Duty* storyline for you." Go on then. "Okay. Um. They storm what they think is a Vietcong village. But by the time they realise there aren't any Vietcong troops there, it's too late – one of the old peasant women has been blinded by a burst of grenade shrapnel. The medic gets called in and says he can't save her sight as her corneas are too badly damaged, so the bloke who threw the grenade volunteers to have his corneas removed for a transplant operation. All the other troops then try to convince the medic to transplant theirs as well. In the end, the old woman ends up with two brand new working corneas and a little leather bag filled with 34 'spares'."



Matt Bielby: "Ooh, they could do an animal one, couldn't they?" They probably have already, but go on – what's yours? "Well, they're all marching along when the sargeant notices a small bunny rabbit caught in a Vietcong booby-trap snare. They radio home base for a helicopter to come in and airlift the rabbit out as he suspects its leg is broken. The unit commander refuses. The men don't like this one little bit. Aiming their rifles at the tops of their thighs (and after a lot of music, with everyone looking searchingly at one another), they all fire in unison. Then the Sargeant radios base again with the message that in a surprise attack they've all been injured. So the rescue helicopter duly arrives and the rabbit is saved."



Jonathan Davies: "But I haven't seen *Tour Of Duty...*" It doesn't matter, you must have got the idea by now – a tough fighting unit fully of incredibly nice people. "Um, yes. Okay, it's the birthday of one of the members of the platoon, but everyone pretends not to know. Suddenly, there's a surprise attack by a handful of Vietcong soldiers and the birthday boy gets captured. Then along comes an officer, who aims a gun at the chap's head. He pulls the trigger and, lo and behold, out of the barrel pops a flag, which unfurls to read 'Happy Birthday'. It's his *Tour Of Duty* chums and the whole thing has been a jape."



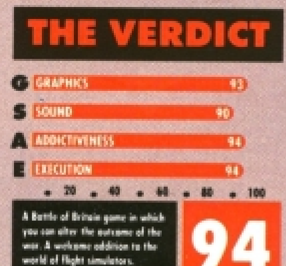
David 'Macca' McCandless: "The company are 'dug in' in a clearing next to the bank of a river mouth when someone spots a fin sticking out of the water. 'It's a shark' cries the only Californian in the group and shoots. He then discovers he's shot a dolphin and breaks down in tears. However, the dolphin is only injured, and the rest of the program is about the bond which forms between the wounded aquatic mammal and the Californian. Before returning to the Ocean, she lets the Californian 'surf' on her back, accompanied by applause from the rest of the men. But suddenly there's a surprise attack by the Vietcong – and the dolphin is killed by a Vietnamese dum-dum bullet". Oh no, what happens next? "It's a two parter. You have to wait till next week to find out."



Sean Kelly: "Let's have one with loads of children in it." No, Tim's one had a baby in it. Something else. "Right. Some animals then." Nope – Matt had a rabbit, so that's land animals out and Macca had a dolphin, so that's sea animals out too. Something else. "How about it's someone's birthday and everyone pretends they don't know, so..." Jonathan did that one. "Erm... okay. Tractors." Tractors? "Yes, tractors." Go on then. "Um, the sargeant finds a tractor in the middle of the jungle, but no-one can get it to start." And? "That's it." Nothing else happens then? "No. They can't start it, you see." Gosh, that would be an interesting episode. Well done.

WHAT'S WHAT

Still baffled by the great ZERO marking scheme? Stand by for another explanation and listen carefully because we'll be asking questions afterwards.



Each game is marked (out of 100) on four criteria: **Graphics**, **Sound**, **Addictiveness** and **Execution**. The first three are fairly self-explanatory but what about Execution? Erm... Is it the number of people who died developing the program? No it isn't, actually. Basically it's about how the game plays. Does it have anything new, like multi-directional scrolling in place of the old familiar horizontal scrolling? If so, and if it works, then a game will score well here.

If you can't be bothered with all that then just take a glance at the **Overall Mark**. Not an average, this just lets you know what the reviewer thought the game was like as a whole, taking into account the weather and the position of Saturn's third moon. Games scoring over 90 here get the coveted **ZERO HERO** award.

The **HASSLE FACTOR**, marked out of 10, is not unconnected to the Execution. Disk juggling, 8 hour loading times etc. mean hot tempers and high hassle factors. Each review also includes a **WHAT'S WHAT** box which basically tells you... erm... what's what regarding the game's release.

Well that seems to be about that, except a quick word about the categories. As well as the big reviews we've produced a page of one line summaries in **SHORTS**. And **DÉJÀ VU** is the space reserved for new formats of games already reviewed on other machines. **THE PRICE IS RIGHT** section contains the budget reviews. These only get an overall score 'cos... they're cheap.

Now, just to check you were paying attention, please answer the following question... Who invented the underarm deodorant and when?

review

THEIR FINEST HOUR



A hot and balmy July afternoon over Kent in 1940. A droning noise hums in the distance. What on earth is it? Oh. It's *Duncan MacDonald* at the controls of a Heinkel 111. He's getting to grips with LucasFilms' rather brilliant 'Battle of Britain simulator', *Their Finest Hour* and he's doing jolly well. Oh – he's been shot in the eyes by a Spitfire...

ZERO HERO



Tally ho and chocks away, time to go up for a spin in a 'Spit' and shoot down some Bosch kites. Damn German swine.

WHAT'S WHAT

TITLE	Their Finest Hour
PUBLISHER	LucasFilm
PRICE	To be announced
FORMAT	ST/Amiga/PC
RELEASED	March

Something happened in 1940. Something rather important, in fact. We asked Mrs Mabel Poopdeck (65) of Plaistow for her recollections of that oh so crucial year in British history. Hello Mrs Poopdeck. So what can you remember? "Well, I was 15 at the time, love". Yes? Can you think of anything else? "Um. Eggs were scarce". Yes, yes, but can you think of anything more important than eggs being scarce? "Oh. Now you've got me, dear. Well, there was some sort of hoo-hah going on against the French or something". It was the Germans actually, Mrs Poopdeck. Surely you remember a lot of 'activity' in the skies? You know, fighter planes and bombers being shot down all over the shop? "No, dear. Sorry, I really can't help you. Mind you, the price of bread today. It's shocking, isn't it?". (Groan.) Yes, yes, it's terrible... goodbye Mrs P. "Cheerio dear."

What Mrs Poopdeck had failed to notice was one of the greatest battles of the Second World War – and it was going on right above her head. It was, of course, the Battle of Britain. Not the most dramatic or decisive fight of the war – but one of the crucial turning points. The first nail in Hitler's coffin, so to speak.

THEIR FINEST HOUR

LucasFilms realised that a scenario such as this would make excellent computer fare. And who can blame them. Everybody wants to be a fighter pilot and there's no battle as 'romantic' as the Battle of Britain. Being a foot-soldier, stuck on the ground in a muddy quag with trench-foot and bad breath isn't half as glamorous. However, what makes *Their Finest Hour* all the more brilliant is that you're not limited to just playing a British pilot. Indeed no. You can have a crack at changing history by signing up with the Luftwaffe. You can wear a monacle and grow a silly moustache. You can bomb Kent and things.

Overall, there are eight planes for you to choose from. For England we have, of course, the trusty old Spitfire – and the not quite so trusty old Hurricane. For Germany there are six on offer. The Messerschmitt 109 E and the 110 are the fighters. (And both, incidentally, go faster than the Hurricane.) As for bombers you can choose from the Junkers JU 87 Stuka, the Dornier DO 17, the Junkers JU 88 and the Heinkel HE 111 (the one with the big front gun position which, in war films, always ends up with the gunner getting shot in the eyes).

▲ Blimey! There's a really weird car overtaking on the inside lane of the motorway. (*It's an aeroplane actually and you're not on a motorway. Ed*).

THE MISSIONS

When you click on the plane you'd like to fly, a host of missions pop up onscreen. Here are a few of the Stuka missions:

1) Dive bomb the forward airfield at Lympne while under fire from the Spitfires of 54 squadron.

2) Join the second wave of dive bombers attacking a convoy in the Thames Estuary.

3) Knock out the Ventnor Chain Home

KLAUS WUNDERLICH – BOMBER PILOT



1. Well, zat voss a nice Channel crossink. I had time to tweak my moustache zo it goes all pointy at ze ends. Look – zere are Fritz und Heinz. Und zere is ze Kent coastline. Ze so-called 'Vite Cliffs of Dover' vill soon be even blacker zan zey are now. Ho, ho, ho. Vee haff plenty of bombs, you see. Vee vill bomb everything vee see, and vill be back in der Farderland in time for tea.



2. Gott und Himmel. Vott is zat? Ziss is not (as you Englander dogs say) cricket. Vee veren't expecting for anythink to be shooting at us. Vott on earth can it be? It is not a tank, for tanks cannot in the air fly. Und it is for sure not a U-boat for it is not under ze water. It must in zat case be a Britisher aircraften... But vich of ze two types is it? Vee are, after all, not afraid of ze Hurricane.



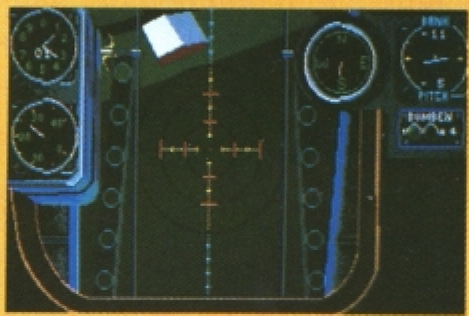
3. Donner und Blitzen. Ziss is very bad for us. Ze aeroplane iss not a Hurricane. It is a Spitfire. Curses. I vill haff to alert Fritz und Heinz – it is possible zat zey have not yet seen him (zey are not usually very observant, you see). I vill call zem on ze radio. "Hello, Fritz, Heinz? Zis is Klaus. I haff some bad news for you. Here it is... um, Spitfiren, Spitfiren, Spitfiren, Spitfiren. (Spitfiren!)"



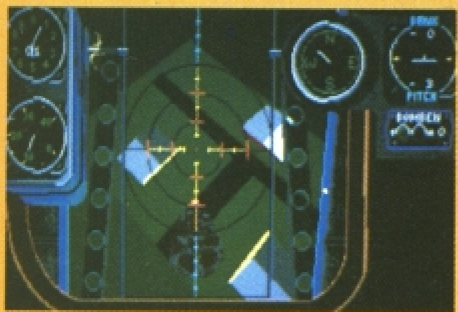
4. Oh. I didn't mean for zem to fly away like that. I vill get zem on ze radio again. "Fritz, Heinz, zis is Klaus. Where do you think you are goink?" Ah, Heinz is answering... *"(Crackle) Hello, Klaus? Zis is Heinz (crackle). Vee are returning to ze Farderland. Vee don't care about ze Hurricane, but ze Spitfire is another jar of cabbage altogether. Goodbye Klaus, Gott be wiz you. (Crackle)."*



5. Oh vell, neffer mind. I vill continue on my own, and drop some of my lovely bombs. Aha. Zere is somethink down zere. Houses – and a small road which appears to go nowhere. Maybe it is a Britisher take-off platform for ze Spitfires. I can think of no better place to be dropping my bombs on, ja? I shall inform Kurt, ze Bombadier. Kurt? Can you hear me down zere? Kurt? Kurt?



6. *"... I am sorry Klaus. I voss asleep. Vot is it zat you vont?"* "Vee are over a Britisher Spitfire take-off platform, Kurt. Zere are also some houses. We should drop some bombs, ja? *"Zat iss a good idea, Klaus. How many do you vish me to use?"* "Use zem all, Kurt, use zem all. And when ze little houses and ze road are destroyed, vee can turn around und catch back up mit Fritz und Heinz."



7. *"Bombs avay zen. Oh. I am afraid zey haff all missed their mark, Klaus, except for zat vun – he has almost landed on ze road, but not quite. I am sorry I missed, but my head voss all fuzzy because I had been sleepink for so long."* "Do not vurry, Kurt. I vill tell strategic command zat you hit a house, ja?" *"Zat is very good of you, Klaus. Thank you."* "Do not mention it, Kurt."



8. "Himmel! Spitfires... Kurt, quickly, put on vun of ze two parachutes. I vill put on ze other vun." *"But vot about ze gunners, Klaus? Zey vill be killed."* "Ja, zat is so, Kurt, but gunners are always killed. Zey vont to be – it is why zey join ze Luftwaffe in ze first place." *"But we vill be safe?"* "Ja. We vill be looked after well by ze Englander pig-dogs. Und it is all thanks to ze Geneva Convention."

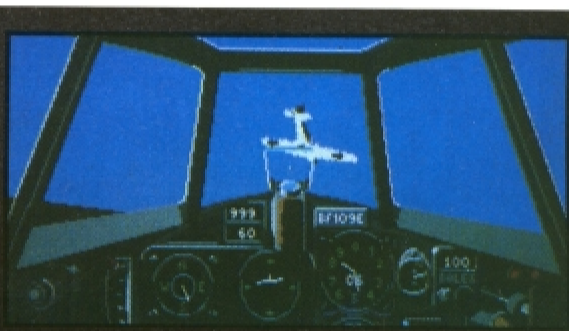
Radar Station. Beware of the defending Spitfires.

And here are a couple of the Spitfire missions:

1) Small waves of HE 111s tightly escorted by BE 109s attack the Spitfire factory near Southampton. Stop them.

2) Defend a channel convoy from Stuka dive bombing attacks. Numerous BE 109s are supporting the Stukas.

Overall there are 84 different missions to choose from (32 in the training mode and 52 in combat mode). And for something to really get your teeth into, there's the Campaign Missions option. From here you get to fly a large number of the missions consecutively – taking off from France, spending ages flying across the channel and then bombing Britain. *(Or in Duncan's case, getting shot down. Ed.)* Your successes and failures are totted up and given to you between each mission. You can actually lead Germany to Victory in an ME 109. Or you can balls up the English defence (in a Hurricane probably) and, in a different and unintended way, lead Germany to victory – again. (You clot.) Finally, just a quick mention that you can also build your own 'custom' missions. (If you ever get the time.)



"Aha. An Englander pig-dog 'roast beef eating' swinehund"*
*German for "Look, a total bar steward".

COCKPIT CAPERS

Because there are eight different planes to take up, there are also eight different cockpit instrument panels to familiarise yourself with. Going up in a Dornier DO 17 can be a bit daunting after you've spent a few days flying the Spitfire – all the dials are in a different blooming place for a start. In the Spitfire you can zoom about really fast and you've got a tight turning circle, so all you need is a gun on the front. The Dornier, on the other hand, is a slow and cumbersome toss-pot of a plane. No looping the loop and getting on somebody's tail here, by cracky. Instead press a button and go into gunner mode. There's a gunner on the top of the plane, one on the bottom, one either side *and* at the front. You have to cycle between them. It's exactly like it is in war films. There's the Bombadier's view as well (on the bombers only, of course), where you're looking out of the bomb hatch (you can see the ground). Press the bomb release button, and watch them drop – one, two, three, four. They fall away from the plane and explode on contact with the ground (which, if you're at high altitudes, means there's a nail biting wait to see if you've actually hit the target).



Blimey! The AA man's taking a long time to arrive.



Damn Bosch! They always hog the swimming pool.



Ah! Some hardy peasants. I wonder if they're goodies or baddies? I'll shoot them anyway.



See the little yellow plane? Guess who's flying it? That's right, it's Norris McWhirter and he's about to turn left, head up the river Thames, and drop eight 500 pounders onto the Isle Of Dogs.

PC

Dunc: At last. I've flown several F-16 Falcons, an F-22 and an F-29 Retaliator, and now, finally, I've had the chance to take up a 'wizard crate'. Eight wizard crates, in fact. And you know something? Flying a wizard crate is just as much fun as flying a high speed jet-fighter. In fact in some ways it's better. The controls are basically dead simple. You've got a throttle and a control column (i.e. the joystick). And that's about it. No faffing around with afterburners or radar modes and things. You do have cockpit instrumentation of course, but just the very basics: a compass, an altimeter, an artificial horizon, a speedo and, er, a few other knobs and dials that I didn't really bother with that much, I just looked out of the windows. This is 'seat of the pants' flying – there's not a computer aided function in sight. *(Obviously – this is 1940 you idiot. Ed.)*

HASSLE FACTOR: 1
A fair bit of disk faffing and the security system is a bit annoying. But it's worth the trouble.

The graphics in *Their Finest Hour* are superb: a combination of filled vectors and bitmaps – the ground and airstrips being vectors and all the aircraft and some of the ground detail bitmapped. This works really well and funnily enough actually gives more of an authentic 'old fashioned' feel to the proceedings. (I don't know if this was intentional: probably not.) When you hit a plane, you can follow it along, watching bits of smoke and debris coming out. Bomb a ship or an airstrip and you see a flash and a little brown (in VGA) mushroom cloud which develops and disappears. All the cockpit views are catered for (including look down), but the weird thing is that, in *some* of the planes, views from the side are as if seen from the front: i.e. you're looking out of the port window, but the interior cockpit graphics suggest that you're looking forward. This is more handy than it is annoying, though: it means you can observe your instruments at all times. The graphics (due probably to the mix of the two graphic styles) are ever so slightly jerky, but you can always pretend it's turbulence.

Their Finest Hour is a very big, very absorbing and extremely 'pretty' game. You can land, take off, and do all the things you'd expect to. The depth of the missions means that you'll be coming back for more (and more, and more). Basically it's a 'great' buy for anyone, but if you're particularly into air warfare it's a 'must' buy. (Even the manual's brilliant – I even took it to read on the loo.) Oh, and here's a footnote for CGA users. You're mad. But apart from that, don't worry. This game is good in all modes.

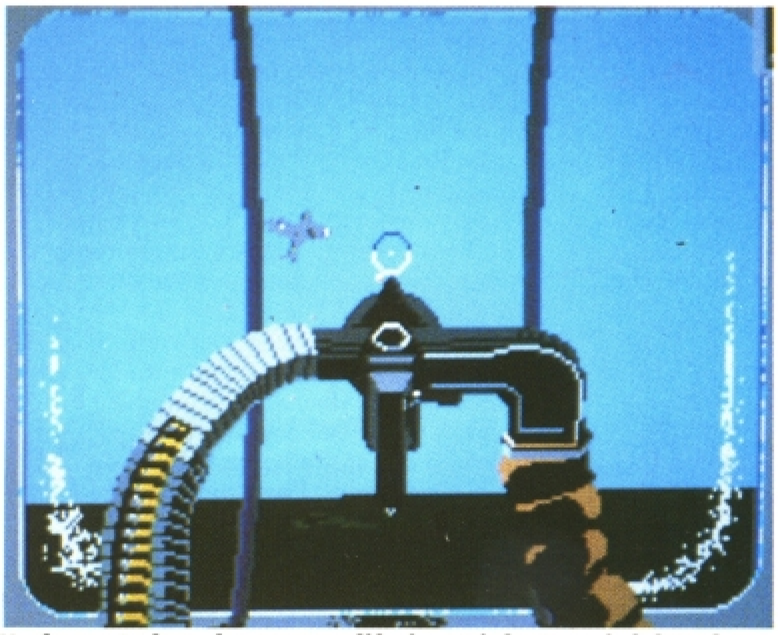
THE VERDICT

G	GRAPHICS	93
S	SOUND	90
A	ADDICTIVENESS	94
E	EXECUTION	94

• 20 • 40 • 60 • 80 • 100

A Battle of Britain game in which you can alter the outcome of the war. A welcome addition to the world of flight simulators.

94



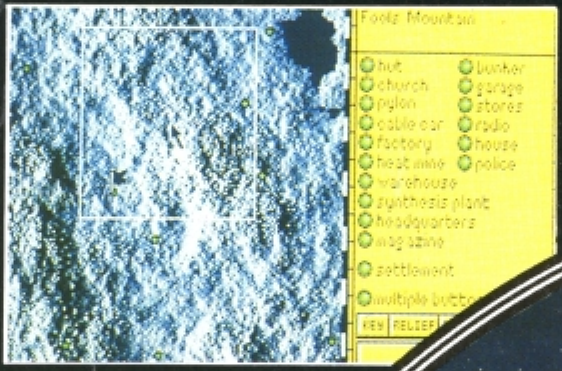
Ho hum. A dorsal gunner's life is a violent, painful and short one. Yaaaaarrrgghh!



So I've been promoted from dorsal gunner to belly gunner. Absolutely bloody brilliant (I don't think). Ack ack ack. Yaaaaarrrggghhh!

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RAINBIRD

MASTÊR OF STRATEGY





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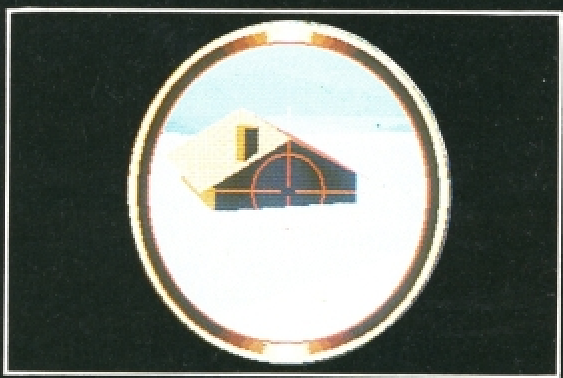
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THE STRATEGY GAME

MIDWINTER

OF THE DECADE ARRIVES

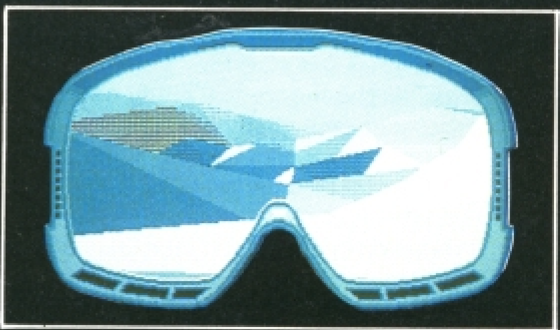
As a new Ice Age dawns in Rainbird's gigantic new classic, strategy gaming also enters a new era. For Midwinter is a genuinely original concept that launches revolutionary techniques onto the home computer screen.



The scenario is convincingly realistic as a new Ice Age grips the world. Together with a small group of pioneers you have colonized the Midwinter Isle, a 160,000 square mile land mass now under threat from invaders intent on seizing your sanctuary.



Compelling action and strategy take place across a spectacular 3D fractal generated landscape with its stunning geographical accuracy. You control 32 personalities, each with different qualities, skills and complex personal relationships. Enemy movements can be tracked, and battle plans made, using the incredibly detailed on-screen map.

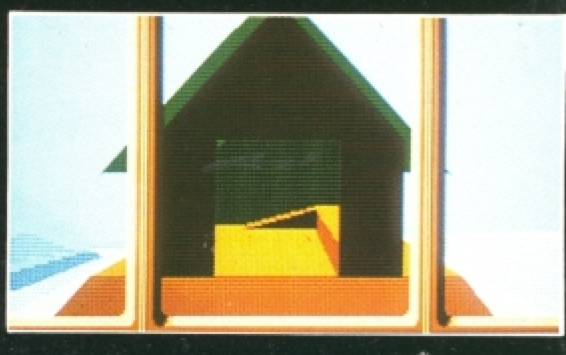


In your bid to defend the life-supporting heat mines, you can ski, hang-glide, travel by snow buggy or cable car, snipe and sabotage the enemy. There is no easy way to win, but the game's unique depth and absorbing complexity will keep you trying until you do.

The deep Midwinter is upon us. Be prepared for a long and exciting battle against its elements.





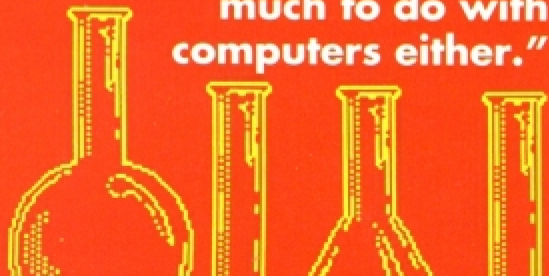


DUNC'S BIG RED DICTIONARY OF SCIENCE FACT



"So what are we going to do for a feature for this month, seeing as like it's a new decade and all that?"

"Erm, dunno, how about a retrospective of the ten best photo-journalists of the eighties? Nah, forget it, none of us have been to Beirut. Not much to do with computers either."



"Hang on, how about 'computers of yesteryear?' That'll get them going."

"Oh yeah, dead exciting that one."

"How about an interview with my pet iguana? Or 'Dunc's Big Red Dictionary of Science Fact'?"

"You're joking aren't you? Absolutely *no way*."

A is for **Ant**. You may think that a single ant has nothing to do with computers – and you'd be right. But take a look at a colony of ants – the way they spread out in forks, performing a myriad tasks in both series and parallel. Now that is pretty computerish – spookily so, in fact. **A** is also for **Abacus**, which is a manual 'calculating device' dating back thousands of years. It actually is the precursor to the modern computer, and was invented by ants. Bet even Norris McWhirter didn't know that.



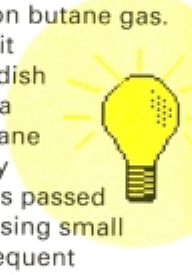
B is for **Buzzing Sound**, which is what people with noisy disk drives get when loading games. But there's a way round this, known as the 'toilet paper' method. Unroll an Andrex four-pack, wrap the paper round and round the offending computer, and sellotape on the resulting 'soft but strong' soundproof ball. Works every time.

C is for, erm, **Computer**. You couldn't get much more 'computerish' than that really, could you? **C** is also for **Cybernetics**, which is the theoretical study of control processes (especially the flow of information) in electronic, mechanical and biological systems. The study of cybernetics may one day lead to the creation of an artificial, but perfectly functioning, transplantable brain: which will be jolly good news to Ali from *Eastenders*. Oh, **C** is also for **Cabbage**.



D is for **Dodgy Interfacing Cable**. This is a piece of kit that's available from most computer retailers and is supposed to allow the connection of, for example, an ST to an Amiga. Except it isn't: nine out of ten people (who expressed a preference) said that their cable didn't work.

E is for **Electricity**. Without this powerful form of energy, nearly every household appliance (including the computer) would have to be adapted so that it ran on butane gas. This isn't as ridiculous as it sounds, however, as Swedish designers have perfected a simple (but workable) butane computer system whereby binary 'heat' information is passed through a bi-metal plate using small bursts of flame. The subsequent expansion and contraction of the plate mechanically alters the size of the butane gas jet-nozzles, which produces a knock on effect. This 'flame spurter' (as the Swedes call it) has multiplied three by five. Mind you, the answer it gave was nine – so it wasn't actually 'successful', but then again it wasn't that far off.



F is for **Fergie**. The Duchess of York to you. Nothing 'computery' there, you'll notice – well done – but who could compile an alphabetical guide to any subject without including this most luscious and intelligent addition to the Royal Family. May God bless you, young Ma'am, and all who sail in you.



G is for **Gallium**, without which we wouldn't have Gallium Arsenide, an invaluable compound that's a rather super conductor of electricity. Gallium is liquid at room temperature, but expands and solidifies when it gets blinking cold. (Just like water. Spook.) Here's something even more incredibly interesting about Gallium – it has an atomic number of 31, and can be found in coal. Wow! You'd better sit down. Oh, you are sitting down.

H is for **Heat**. This is a form of energy released as a by-product by all kinds of computer: although some do release more of it than others. A Psion Organiser gets ever so slightly warm if you accidentally leave it switched on for two weeks. The Cray II Supercomputer on the other hand will

produce so much heat that, were it not cooled by vast quantities of liquid nitrogen, it could supply all the central heating for a twenty storey office building throughout an arctic winter. (And would have enough warmth left over to defrost three fridges.)

I is for **Ibsen**, Henrik Johan Ibsen. He was a Norwegian dramatist and poet who penned quite a few plays in his lifetime (1828 to 1906), most notably *A Doll's House, Ghosts, Hedda Gabler* and *An Enemy Of The People*. If only technology had got its act together a bit sooner, he could have written even more classics pieces. Why? Because he would have had a word processor, you great clot.



J is for... oh dear. **J**'s are always a bit of a stumbling block in A to Z's. Can you think of a **J**? Bet you can't. We've got **Jet-Fighters** (i.e. in-flight computer systems), **Jumpers** (i.e. computerised knitting machines), **J-Cloths** (i.e. you can clean your computer with them) and **Jehova's Witnesses** (i.e. erm, there's, um, er, ah yes – there's a computerised Bible thingy on the market). Not a very impressive selection, we know, but it's better than nothing. *(No it isn't. Ed.)*

K is for **Kelloggs**, the manufacturers of all different kinds of tasty breakfast cereals. Their Cornflakes factory in Swindon has recently been revamped and computerised, after receiving complaints that the individual flakes were becoming too 'standardised' (in other words 'all the same shape and size'). The tension and excitement of the 'will the next cornflake be a whopper?' kind was going out of many people's breakfast times, and sales of the cereal were flagging. Now the newly installed Kelloggs Computer has made sure that each cornflake produced is of completely random dimensions. Wow.



L is for **Lexicon**, which is one way of describing a dictionary. There's no more logical way of producing a lexicon than to do it digitally, as access to words and definitions can be almost instantaneous. Moreover, the physical size of the stored information is (in comparison to a printed work) fractional. **L** is also for **Llama.**

M is for **Mouse Mat**. Very handy things really, and much better than a wooden table top. The best that you can get, however, has to be the ZERO mat, appearing soon in these pages. This isn't a bit of advertising, it's true – the ZERO mouse mat has a prettier design than any other and a singularly 'grippish' surface too. No more stray brush-strokes on your computer master-pieces. And no more accidental stalls while 'playing' flight sims.

N is for **nothing**.



O is for **Orni-thologist**.
Tony Soper is a television ornithologist: he is one who studies birds. Tony Soper is also boring in the extreme, as are all ornithologists. *(Oh, I don't know... what about Bill Oddie? Erm, on second thoughts perhaps you've got a point. Ed.)* Ornithologists have found a clever use for computers though, and have written a special software package. (They would.) So when Tony Soper spots a bird in the television studio garden, he pops over to his keyboard and types in its description. The computer then asks a few really dull questions: 'Is the weather fine?', 'What is your exact geographical location?', 'Did it rain at all last week?', 'Have you ever seen one of these birds before?'. The computer is then able to tell Tony that the bird in question is a Lesser Spotted Nettle-grimraut. Tony is over the moon and turns to tell the camera to tell everybody else. But they are all asleep.

DUNC'S PET IGUANA ON...



...THE COLD WAR
"I like Gorbie. He's related to this Russian Salamander I know."

P is for **Passion Killer**, which the computer has really taken on board as one of its most efficient modes. In the bad old days, Passion Killing was definitely the female's perogative, in which she'd use such schemes as the 'unfinished book' or the 'headache' (or, in exteme cases, 'rabies') to spurn any unwanted amorous advances. However, the male is now fighting back admirably with some tactics of his own, namely the 'I've just got to have another quick go on *Retaliator* – I just want to destroy the tanks' method. You can always rely on computers to even the score.

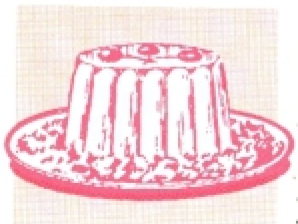
Q is for **Quantity Surveyors** – you know – those people in suits who estimate the costs of materials and labour needed in the construction of a buildings and things. They use computers a lot, too.

R is for **Rub-a-dub-dub**. This is a new 'parlour game' which is proving very popular with computer programmers. You don't need



Parlour and party games, fig.4

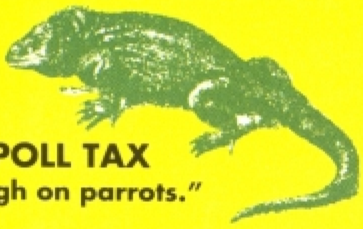
any props and the rules are quite simple. One programmer starts the game off by saying "Rub-a-dub-dub, my next computer program will be a...", and then another programmer has to come up with a word that rhymes with 'dub', after which everyone else will hoot with hysterical laughter. A typical game would run like this:
"Rub-a-dub-dub, my next computer program will be a..."
"...Giant bathtub." Ho ho ho ho ha hee.
"Rub-a-dub-dub, my next computer program will be a..."



"...McDonalds Chicken Pieces Tub." Ho ho ho ho ho. And so on. These computer programmers are a strange breed, we're afraid.

DUNC'S PET IGUANA ON...

...MARGARET THATCHER
"Well, erm... She hasn't done much to win over the reptilian voters, has she?"



...THE POLL TAX
"It's tough on parrots."

...AND GREEN ISSUES
"No – don't hold with it. ZERO's much better on white paper."

S is for **Shoot'em up**. It's the main genre for computer games in which, basically, you control (via your joystick) either a humanoid or a spacecraft. You will find yourself supplied with guns or bombs (or both), with which you can 'shoot' at things. Coming towards you will be a number of unfriendly humanoids or spaceships.



These are known as 'them' (or 'em for short). So here we have the shoot 'em scenario. The word 'up' is added to indicate that you won't dilly-dally or take any prisoners: and that you will vapourize anything at all that moves (i.e. that you will shoot them 'up').

T is for **Tiptoe**. This is what short people have to stand on when reaching for computer magazines, due to the inclination of most news-agents to stack them near the top shelf – right next to all the pervy porno stuff.

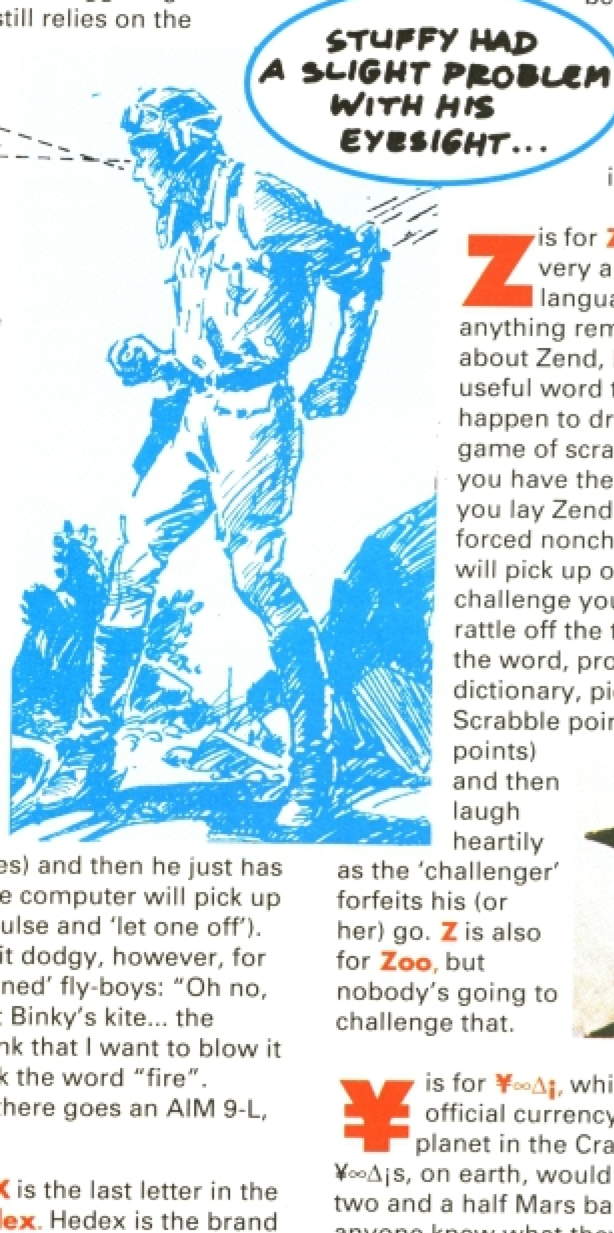


This positioning can be very embarrassing, especially for those who resemble (through no fault of their own) 'dirty old men'. Some advance planning is required under these circumstances: scanning all of the available computer titles from a distance and deciding on those you wish to purchase, before homing in and snatching them from the shelf then moving deftly over to the counter. **T** is also for **Tits**. Coincidence or what.

U is for **Unhinged**, which is a term that can be applied to people who play adventure games. Another word that would apply is **Hippies**, but we've used the **H** category up already.

V is for, um... **V** is for **Very Hard To Think Of A 'V' Category**, actually. Especially when there's **X**, **Y** and **Z** coming around the corner. (*Bloody cheat! Do a proper one. Ed*) Well, **V**'s for **Vector Graphics**, that's for sure. That'll have to do – V is for, erm, Vector Graphics. You know, those funny joined up lines that move around really fast and make everything look 3D.

W is for **Weapons**. A lot of modern weapons 'find their mark' under computer control: cruise missiles, AMRAAM's etc. However, the actual 'triggering' of these weapons still relies on the pressing of an old fashioned button: but not for much longer. Tests have been under way for absolutely yonks, but the American Air Force boffins are confident that the 'thought impulse control' launching mechanism they've been working on will soon be in widespread use amongst fighter pilots. All the pilot needs to do is look at what he wants to shoot (the computer works out where he's looking at all times) and then he just has to think "fire" (the computer will pick up the electrical impulse and 'let one off'). This could be a bit dodgy, however, for some 'scatterbrained' fly-boys: "Oh no, I've just looked at Binky's kite... the computer will think that I want to blow it up. I mustn't think the word "fire". Whoops. Oh no, there goes an AIM 9-L, sorry Binky."



X is... erm, **X** is the last letter in the word **Hedex**. Hedex is the brand name of a type of aspirin tablet, which can be taken to help alleviate the pain associated with headaches. Soon however, thanks to the results of some Belgian scientists' computer research, aspirins will no longer be needed to stave off a brain-ache – all that will be needed will be a drawing-pin. The scientist's research (based on the Meridian lines found in Acupuncture) led them to a point on the nape of the neck that, when pierced, instantaneously relieves stress. However, there's another point on the neck, right next to this 'stress reliever', that causes severe paralysis or even death when pierced – so you have to be very careful.





Y is for **Artificial Intelligence**. (*No it isn't. Ed.*) This is a subject that has been endlessly discussed and written about by the greatest thinkers on the planet. They haven't got very far though, and about the most useful 'electronic brain' that's been produced as a result is a little motorised box that can negotiate a maze at the same speed as a laborotary rat, and 'answer' five or so questions before it starts repeating itself (and you realise that it hasn't actually got a clue about what it's talking about).

Z is for **Zend**, which is a very ancient Persian language. There isn't anything remotely computery about Zend, but it's a very useful word to know if you happen to draw the 'Z' in a game of scrabble. Make sure, if you have the other letters, that you lay Zend with an obviously forced nonchalance. Someone will pick up on this and challenge you. You can then rattle off the true meaning of the word, prove it with a dictionary, pick up loads of Scrabble points (and Brownie points) and then laugh heartily as the 'challenger' forfeits his (or her) go. **Z** is also for **Zoo**, but nobody's going to challenge that.



¥ is for **¥∞Δ¡**, which is the official currency of ∂º≠∂Ω, a planet in the Crab Nebula. Eight ¥∞Δ¡s, on earth, would buy you about two and a half Mars bars, if anyone knew what they were. As it is, most of them find their way into British Rail vending machines, which then break down. STOP



WIN YOUR TOP TEN GAMES OF THE DECADE!

ZERO OUT OF TEN

Welcome to the ZERO readers' survey. Your chance to vote for the games you love, the games you hate and the games you wouldn't even wipe your nose with...

Where did the bloomin' decade go? Seems like only yesterday that we were all in Youth Clubs crowded round the *Space Invaders* machine and listening to The Jam on the juke box. Now even a spotted lemur could write better programs than *Space Invaders* – and when did you last buy a Style Council record?

To celebrate the fact that the eighties have disappeared in a puff of smoke ZERO will be presenting awards to software houses for the best 16-bit games of the last decade. Or rather you will...

PRIME BEEF

Vote for the meatiest games of the decade, from the tenderest rump shoot 'em up to the most delicate adventure cutlet.

1. The FLIGHT SIM that steams up my flying goggles is:

....

2. The DRIVING GAME that puts jingles in my jump leads is:

....

3. Who needs to go and watch Chelsea on a cold Saturday when they can curl up with a SPORTS GAME like:

....

4. The ARCADE CONVERSION I'd most like to marry is:

....

5. Well I don't have a beard but the ADVENTURE GAME that I'd happily stop shaving for is:

....

6. Have I got muscles? Why even my shredded wheat have got muscles on them, so no one's gonna argue when I say that the best BEAT 'EM UP is:

....

7. The SHOOT 'EM UP that gives me the biggest bang is:

....

8. Stuff the minor categories; the BEST GAME in the entire history of the 80's was:

on ST..

on PC..

on Amiga..

TURKEY ROAST

Vote here for the games you'd like to tip into a bin with the last rancid remains of the Christmas dinner...

9. Hassle, who needs it? The game that MOST HASSLES my factor is:

....

10. Well it's all a load of old hype isn't it. The BIGGEST DISAPPOINTMENT I ever slapped into me ol' 16-bitter was:

....

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

Now let's have a quick chat about our favourite subject, ZERO. It's time for you to tell us what you want, where you want it and what you'll do with it when you've got it.

1. Would you like us to concentrate on:
- ☐ **A few long reviews**
- ☐ **Lots of short reviews**
- ☐ **Pictures of Dunc's pet Iguana**

2. Would you like to see more of the following in the magazine?
- ☐ **Adventures**
- ☐ **Role playing games**
- ☐ **Competitions**
- ☐ **Consoles**
- ☐ **Music**
- ☐ **Readers' Wives**

3. Would you be willing to pay a little more for ZERO if there were more free offers?
- ☐ **Yes, yes, yes**
- ☐ **No, no no**
- ☐ **It depends who's paying**

4. Do you buy ZERO...
- ☐ **Every month**
- ☐ **If you like what's on the cover**
- ☐ **After reading the list of reviews**
- ☐ **If the newsagent is out of *VIZ***

5. Do you ever have problems getting hold of copies of ZERO?
- ☐ **Yes**
- ☐ **No**
- ☐ **Sometimes**

If so please give brief details:

....

....

6. Are there any special features or new sections that you'd particularly like to see in future editions of ZERO?

....

7. How much money do you spend each month on games and accessories?

....

8. Did you upgrade from 8-bit or is your 16-bit machine your first?

☐ **Upgraded** ☐ **It's my first**

9. Do you buy your products:
- ☐ **On mail order**
- ☐ **Local authorised dealer**

10. What influences your choice of software?
- ☐ **Reviews in mags**
- ☐ **Reputation of software house**
- ☐ **Advertisements**

11. How many 16-bit magazines do you buy regularly? Please give details of which ones.

....

12. Which is the best 16-bit computer mag in the Universe?
- ☐ **ZERO**
- ☐ **ACE**
- ☐ **The One**

13. Which non-computer magazines do you buy?

....

Now you've had your say, tear along the dotted line, slap it in an envelope (the whole page, not just the dotted line, you clot) and send it to The Taxing Poll, ZERO Magazine, 14 Rathbone Place, London W1P 1DE.

'ANG ON A MINIT, WOT'S IN IT FOR ME?

So you can't be botheredto go through the palaver of answering a few simple questions? Lazy b... Just to keep you happy, we'll be giving away copies of all the games that win awards to the senders of the first five Taxing Polls drawn from the hat. Fill in your details below...

Name..

Address..

....

....

..............................**Post Code**..................

Age.....................

Computer: ☐ **ST** ☐ **PC** ☐ **Amiga** ☐ **Console**

Please tick appropriate box



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Superb quality games especially designed for 16 Bit computers.

- TREASURE ISLAND DIZZY
  "DIZZY arrives on 16 Bit. Incredible playability, graphics and music – extra rooms. New puzzles and characters – Brilliant!!"
- ADVANCED RUGBY SIMULATOR
  "The first real simulation of the world-famous game – it's all there . . . conversions, touch backs, line outs, drop kicks, real tackling, scrum downs, throw-ins and all the rest!
- NITRO BOOST CHALLENGE
  Amazing playability! A brilliant simulation. Featuring fantastic desert car chases – power speed boat racing – frantic forest rallying and NITRO BOOST Grand Canyon jumping!
- PRO SKI SIMULATOR
  "A very sophisticated simulation indeed – realistic ski jumps and competitive two-player action – all enhanced with breathtaking graphics and excellent sampled sound effects."

CodeMasters 16-BIT

THE·ACTION·STARTS·HERE·

CodeMasters, PO Box 6, Southam
Warwickshire CV33 0SH


▼ Blimey, there's a tall thin grey thing with, um, things coming out of it...


▼ That giant Q-tip doesn't scare me!


▼ Oh. Um, actually, yes it does.


▲ What's the betting that one of these tunnels leads to 'the Big D' (i.e. death)?


▲ A little trick I picked up from Johnny Weismuller.

SPA

Very few people know that *Duncan MacDonald* used to be a cartoon character. Yep, initial plans to release *Who Framed Duncan Disorderly?* were only shelved after Bob Hoskins refused to work alongside a 'toon with a drink problem. So when Don Bluth's *Space Ace* arrived, he just jumped at the chance to clear his blotto, um, sorry blotted copybook...

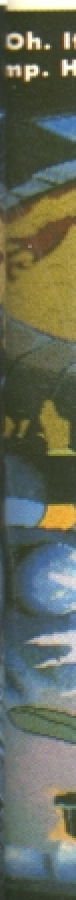
Remember *Dragon's Lair*? Actually, that was a rhetorical question, so even if you answered "Yes, indeed I do remember it. I remember it as well as I remember this morning", we're going to explain what it was all about anyway. Sorry, but there are some people out there who won't have seen it and they might want to know why we're mentioning it. Anyway, you can always skip the next paragraph, so we don't really know what the problem is. (*Just get on with it. Ed.*)

Dragon's Lair was a hit in the arcades absolutely donkey's years ago. We're talking the early '80s here. But no, the graphics weren't akin to *Galaxians* or *Space Invaders* or *Asteroids*. In fact, they were actually 'something else'. What stared out of monitor screens around the country were cartoon graphics of a televisual quality. Like *He-Man And The*

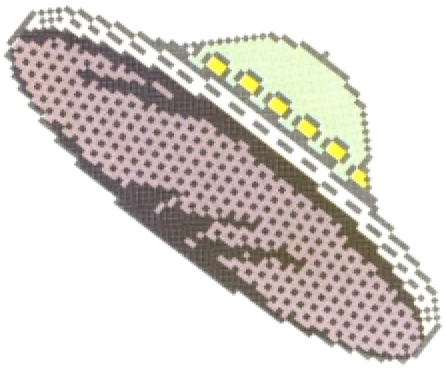

▲ Oh no, I've forgotten to bring the Listerine.


▼ Crikey. Loads of molten larva. Maybe I'm meant to shoot it with my gun.


▼ Blinkin' Nora, that blue bloke's certainly letting 'rip'.



ACE ACE



Masters Of The Universe. (Not that we're saying *He Man* is an incredible work of animation genius but if you imagine it as a computer game you'll have to concur that, yes, it would be rather impressive.) This feat was brought about by the very latest (then) laser disk technology and as you can imagine, the stand-up cabinets were in constant use.



Oi, Kimbers – I thought you said you'd been on a diet?

Space Ace was the 'not quite so splash making' sequel to *Dragon's Lair,* itself appearing quite a long time ago. But now, thanks to the miracle of modern technology, here it is scrunged up into four disk loads – ready to splurge its way onto your very own television screen.

Space Ace, basically, is an animated action cartoon adventure. Evil Commander Borf is attacking earth. With the aid of his dreaded weapon, the Infanto Ray, he intends to transform the entire population of the planet into infants and then take control. Only two people have the strength and courage to stop him: Mike Smith and Noel Edmunds. Oh, hang on, that's not right – actually these people are 'the heroic Space Ace' and 'the beautiful Kimberly'. But as they approach Borf's stronghold, Ace is hit by the ray, changing him into a weakling – and to add insult to injury, Kimberly gets herself kidnapped by the evil fiend. Hmmm, maybe Ace and Kimberly weren't quite so clever after all. Anyway, in the time-honoured sexist tradition, Space Ace has to rescue Kim from the blue baddie. (She won't mind if we call her Kim, surely?) There's one little problem though. Remember that Ace was hit by the ray? Yeah? Well, that means that he changes between a hulky bicep-wibbling he-man and a wimpy alter-ego called Dexter at various stages throughout the game.

CONTROL EXPERIMENT

What you have to realise is that you haven't got total control over the character you play. Basically, the game is 40 or so 'animated cartoon film clips' in which the action is orchestrated. You watch the on-screen action and occasionally get a chance to click the joystick in the direction you think Space Ace should go next. For instance, here's the first scene playing itself out without touching the stick at all.

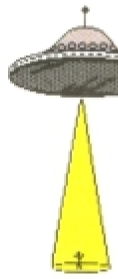
"Ace is standing on a rocky outcrop. Borf appears on an anti-gravity platform. He fires his laser first to the left, then to the right and then directly at our hero, who is frazzled."

The trick is to tap the joystick to the right while Borf is firing to the sides. When the graphics routine reaches the point where the laser bolt would have been shot at our hero, the computer 'remembers' that the joystick has been moved in the correct direction and continues the sequence, with Ace jumping out of the way of the blast. Another joystick tap (to the left this time) will jump Ace to the left, and then a downward click will have him jumping to the side and ducking behind a rock. You have now completed the first level. And it's instantaneously onto the next.

Have a gander at the screens. Each one is actually a 'level', with some absolutely fantastic animation going on – although you won't be able to see that, obviously. Oh, and the sound is as good as the visuals. Loads of samples and loads of music.

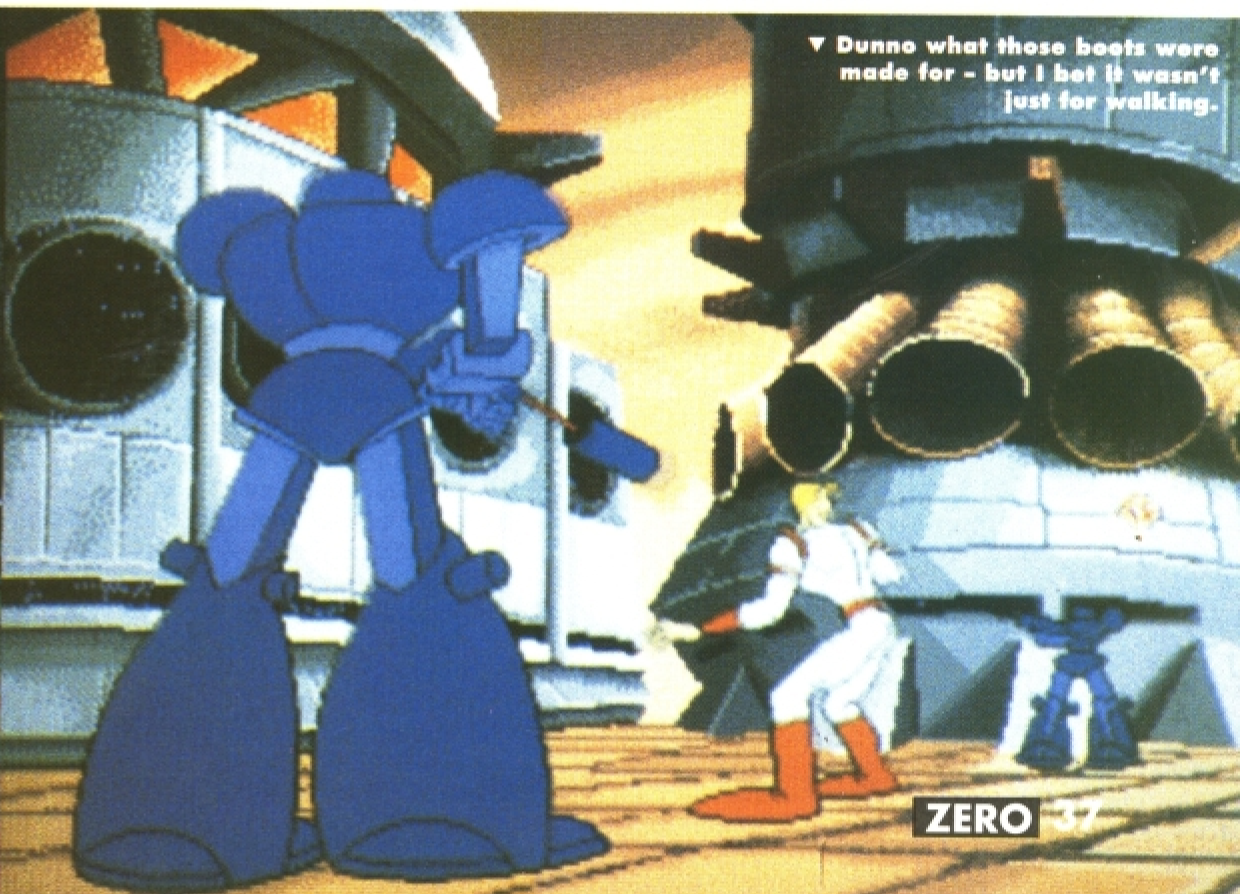
WHAT'S WHAT

TITLE	Space Ace
PUBLISHER	Empire/ReadySoft
PRICE	£44.95
FORMAT	ST/Amiga/PC
RELEASED	Amiga: Out now ST: February PC: March



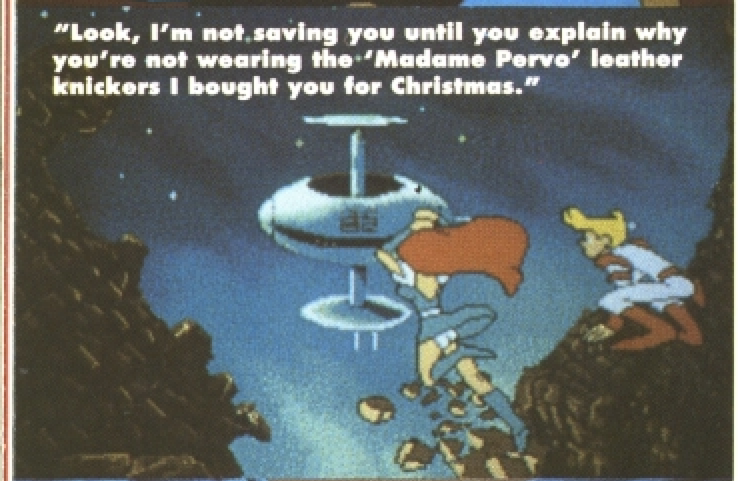


Oh. It didn't work. I know, I'll ump. Hold tight, Kim.



▼ Dunno what those boots were made for – but I bet it wasn't just for walking.


"Hello, little girlie. My name's Jason Donovan..."


"Look, I'm not saving you until you explain why you're not wearing the 'Madame Pervo' leather knickers I bought you for Christmas."


Two funny thingies doing something funny.


Look! A hat on a stick!


Look! Two hats on a stick!

AMIGA



Dunc: This is a funny old game, to be sure. In fact, it's not really a 'game' at all. Well, at least not in the sense that we're all used to. In fact it's more of a showcase for some outstanding graphics, animation and sound – with a bit of gameplay sort of 'sellotaped' onto the side. So, the best thing for me to do is separate the game from the graphics and sound and review them independently. Here goes.

The graphics. Absolutely outstanding. They really are. Just looking at the stills (as you are) you might think they're rather nice static title scenes. But oh no, they move alright. Just like a cartoon on the telly. Everyone who walked into the office while *Space Ace* was being played went boggle eyed. At one point there was actually a crowd around the monitor (well, about five members of staff and a motorcycle courier who thought we were watching *Thundercats*.) All the scenes are dramatically different and come at you fast in bursts of about 10 seconds or so – once you've actually learnt how to play the game, that is. In fact, the graphics are more or less your only reward for persevering, but I'll get to that in a minute. The sounds that accompany the pictures are also rather skill. Samples ahoy, and loads of music. Again, it's like watching (i.e. listening) to a cartoon on the telly. And that's really the only way to describe it.

The gameplay. Um, oh dear. I knew I'd get to this eventually. Erm, basically, you have to move the joystick either up, left, right or down at certain key moments and then watch to see if your timing and direction were right. If they weren't, you lose a life (from the initial three) and go back to the start of the game.

Each level has about three joystick moves to it in order to continue. Three simple moves might sound like a piece of cake, but believe me, you really have to do a lot of 'trial and error' runs to find out exactly when they're required and which way you should push the stick. It would be quicker and easier if the computer asked you to guess a random number between one and a hundred – only allowing progress when you'd guessed correctly three times in a row. Well, maybe that's a bit of an exaggeration, but you know what I mean. You really don't have enough


Eh? Why are you trying to get me to hold it?


I am *not* the father. (Anyway, we've never even had a bonk.)

control which I suppose is the whole point – but if something doesn't work, it doesn't work. To be frank, your only reward for persevering is to see how awsome the graphics are going to become on later levels. Unfortunately you already know: the standard is set from the word go in this game. Having slagged the gameplay off, I will add a little 'but' and it's this: I have had the merest little niggling urge to go and load *Space Ace* up again. Only a tiny urge, it must be said, but it's there. Hmm.

HASSLE FACTOR: 2
You have absolutely no control over your bodily functions!

Basically my advice would go like this. If you're totally loaded, and I mean absolutely rolling in cash, then it's worth buying so you can learn a few levels and show people just what a home computer is capable of graphically. You might even get to like the game itself. However, if you're an extremely skint sort of person, then don't expect to get good value in the lastability stakes. This game is brilliant, but it's also a little bit crap.



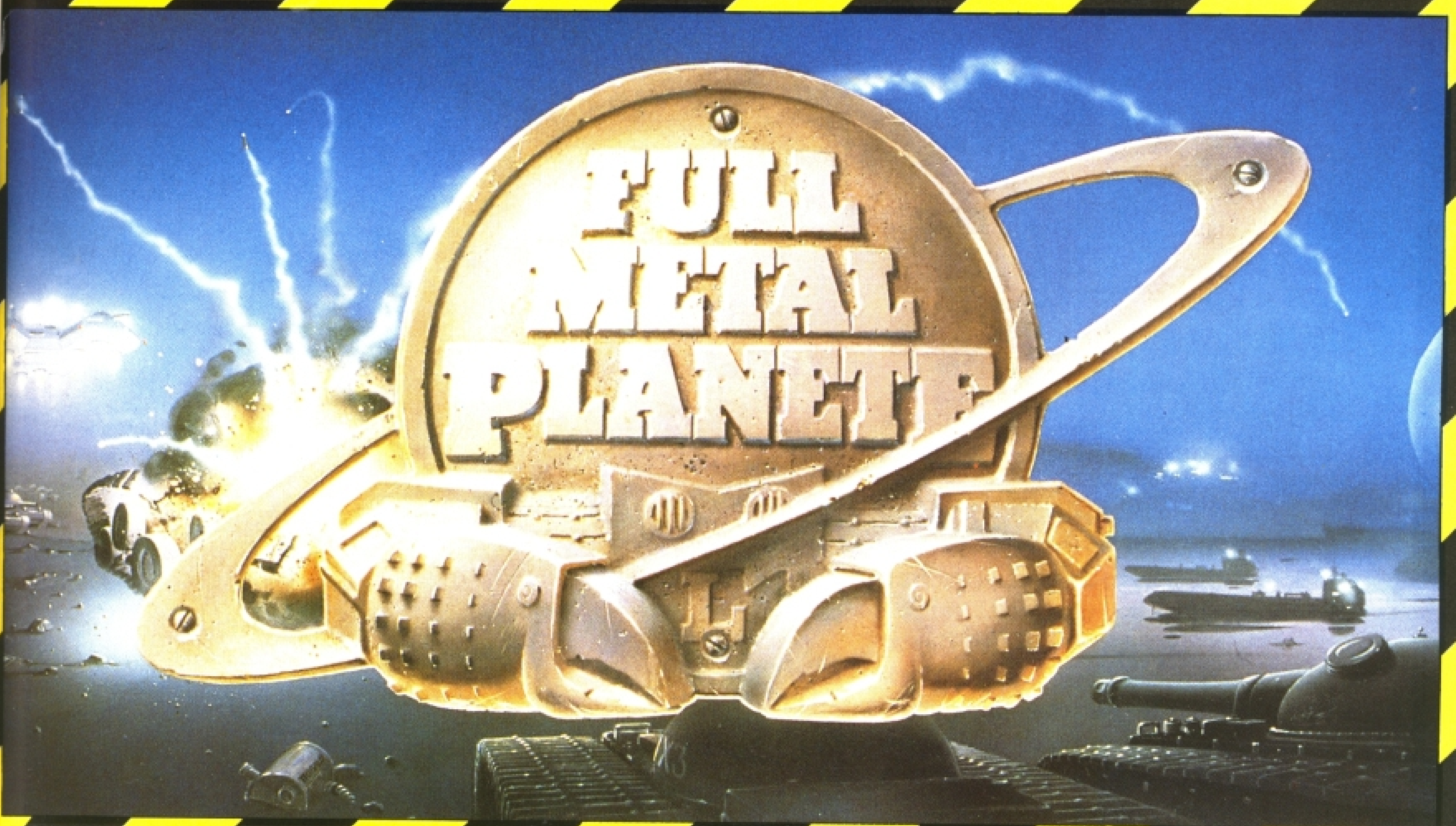
THE VERDICT

G	GRAPHICS	97
S	SOUND	93
A	ADDICTIVENESS	50
E	EXECUTION	90

• 20 • 40 • 60 • 80 • 100

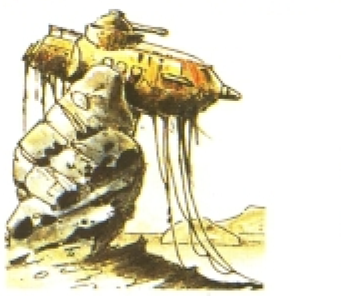
Brilliant graphics. Great sound. An interactive animated cartoon. Unfortunately you can't interact enough, which turns the gameplay into a bit of a turkey.

80



HAVE YOU THE RIGHT STUFF TO BE A FULL METAL PILOT ?

FULL METAL PLANETE. 8:54 am. You will have to prove that you are the Cobra Steel Company's best pilot...
Your mission : land your spaceship, get a maximum load of



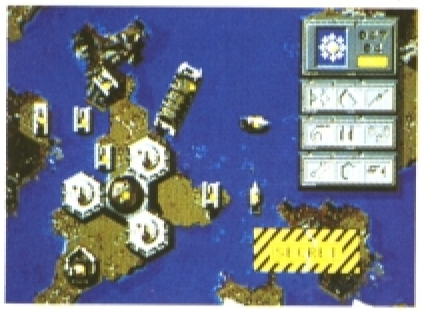
In a previous campaign, this attack boat got stranded on a reef ; now is it abandoned : "The ore goes first !"

ore, disintegrate or get hold of the precious equipment of the rival companies and, if possible, capture their own



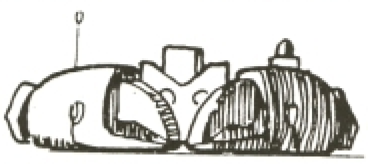
The ultimate flood. Though a turret is destroyed, this space-ship of the TATOU Consortium manages to lift off.

spaceship bursting with ore. Under your command a whole steel armada : barges, attack boats, tanks (amongst them the famous T99 known as the "Big Heap"), transporter crabs and the unique "Weather Hen". This extraordinary machine, the technological pride and joy of Ludodelirium Motors & Co., is able to transform the ore into material. Not



Isolated by the high tide, with its defenders neutralized, the "Delirium galaxy" may be your next victim.

only that, it also foresses the changing tides. On Full Metal Planete ignoring the rising tide means foolhardiness. How easily your attack boats could



get stuck or your tanks flooded in the next turn !

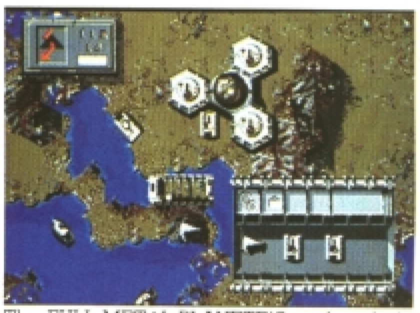


Free game piece enclosed !

It is imperative that you lift off before the Big Flood, announced for the 25th turn... Ground contact in 50 seconds. Welcome on Full Metal Planete ! Action, fights, stategy and diplomacy in a fantastic Sci-Fi world where up to 4 players (humans and robots) affront each other in a thrilling competition.
The computer plays not only the part of e referee but also



A situation overview appears on the radar screen. Beware of threatening "Black Star" ! What about an alliance ?



The FULL METAL PLANETE'S pack mule is the barge which can transport ore and vehicles.

offers you adversaries who are always available : 6 robot-players each having their own character, but they are all programmed for a sole aim : beating you !
Furthermore this game contains a graphic tool to create your company's blazon and strategical problems for you to solve in order to get trained. A superb adaptation of the board game in the style of the games created by the Cobra Soft team : Bertrand Brocard and Roland Morla.



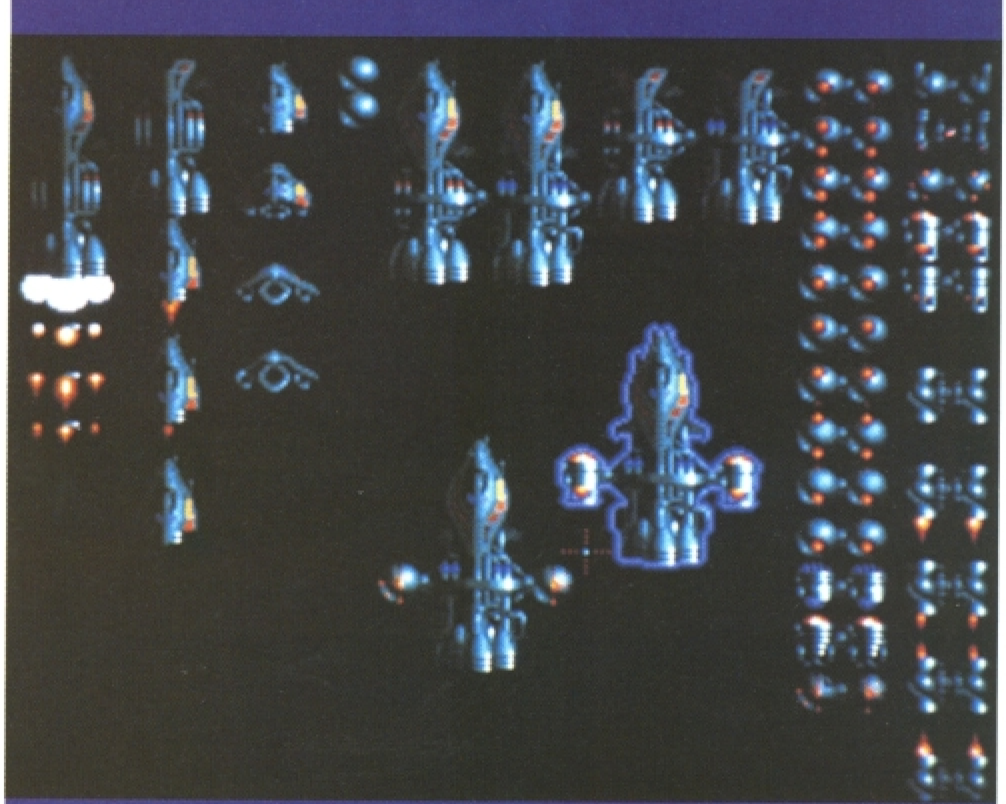
Stuck in the mud ! This venturesome crab has been surprised by the flood and can only hope for the next low tide.

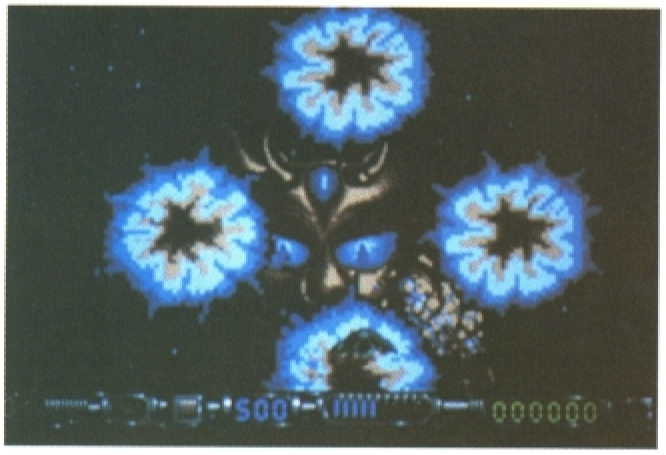
Available on ATARI ST & STE - AMIGA - PC COMPATIBLES

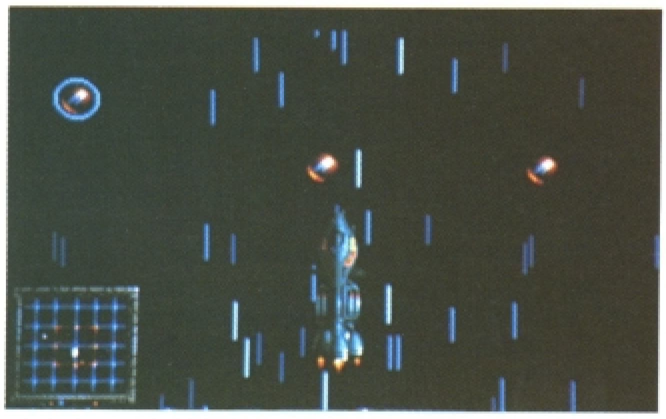
INFOGRAMES

AWESOME!

The Beastie Boys are back! Well, one of them is anyway. Martin Edmonson put together the stunning graphics which made *Shadow Of The Beast* such a gobsmacking sensation. Since finishing *Beast*, he's been working with Cormac Batstone to produce the definitive space shoot 'em up. *Sean Kelly* braved British Rail coffee and BLTs (gasp!) to check it out in Liverpool...







TOOLING UP

This rather fetching *D Paint III* screen shows all the weapons you can get your hands on, designed in the style of those 'dress Sandy in her tennis gear by cutting round the dotted lines' type jobbies that you used to find on the back of your sister's copies of *Bunty*. Check out every weapon combination by blowing this page up on a photocopier and cutting all the bits out, assembling them as you wish. Hours of fun without even buying the game!

As you can see, there's a fair amount of weaponry to be had, but rather than just piling it on á la *Xenon II*, some thought has to go into what you spend your hard earned cash on. *(It's stolen actually. Ed.)* Firstly a sort of scaffolding onto which your weapons have to be bolted must be bought.

There's all the usuals – a rock masher to ram things, mortars, smart bombs and lasers – but there are also some unusual ones thrown in. Take the flame throwers, for example – pretty useful against anything organic, but no use in the middle of an asteroid shower. The mining laser would be handy though, 'cause it changes asteroids to crystals which can be collected and sold later. Then there's the guns. Once you've bought the original model, new firing angles can be added whenever your budget will cover it. There's also one weapon which allows you to drain the energy from other ships' when yours is getting a bit too low.

Of course, the decision over what weapon to use isn't made any easier by the fact that only one can be used at any time and that the price for the same weapon can vary enormously from planet to planet. So all you have to work out is what weapon will be best for dealing with the various hazards between any two planets, when it's best to buy it and what to do if you can't afford it. Easy, eh?





I don't need to tell you all about *Shadow Of The Beast*. Its fantastic graphics, the amazed gasps of a 1000 envious Speccy owners, the questions in the House of Commons, and the stories of people buying Amigas just so that they could play it. On the graphics front, there's no doubt that it was revolutionary... (blah blah), pushed back the barriers... (waffle waffle), totally unique etc, etc. We won't bother mentioning the playability though. Or shall we? Oh go on then, if you insist we will.

It wasn't exactly a massively playable game, was it? Annoying little problems prevailed throughout and often it was more fun watching someone else play than 'doing it yourself'. So Martin and Cormac decided that the next project after *Beast* was going to have both stunning graphics *and* oodles of gameplay. The fruit of their six months' hard labour is due out this spring; so Martin, what's it going to be called? "We haven't thought of a name yet. It will probably be called *AWESOME*." Oh.

THE PLOT

Erm... what's the plot then? "We haven't thought of a plot yet." Hmmm... Let's hope that all their imagination has been occupied putting a totally breathtaking game together...

THE AIM

The game is set in a solar system with eight planets. You start on the centre planet and the idea is that you have to get out of the solar system for whatever reason – they haven't decided yet. Quelle surprise. The escaping is done by hopping from one planet to another as they come close to each other. The planets orbit round a sun in the normal way and so you have to judge your skipping from one planet to the next very carefully, as you only have limited fuel. Cripes!

PLANET SUITE

Choosing when to jump from one planet to another is made easier by a computer simulation of the orbital speeds of the eight planets which can be controlled by the joystick to move backwards and forwards through time. The idea is to spend as little time as possible on each planet, as the longer you stay, the less money you'll have to spend on weaponry. But why should a peaceful trader like yourself need weaponry? One, because you're not actually that peaceful really and two, because there are tons of hazards to be encountered on the interplanetary journeys. The various hazards are presented as five different game sequences between any two planets, increasing in difficulty as you approach the outermost planet. Not all of them have been decided on yet; but just for you, here are the ones which have been...

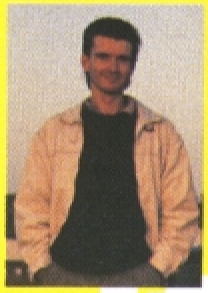
THE MALTESERS

We decided to include puzzles to solve as well as the monsters which attack you and what you'll have to do here", explains Martin, "is manoeuvre into the gap in the ring, shoot out the arc, and in the centre you'll find a control module which blows up. Out of that appears a new weapon, which you

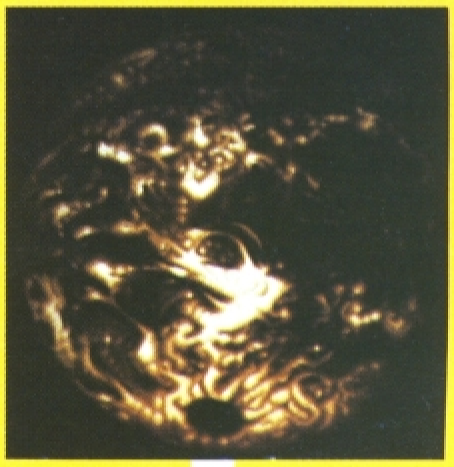


Manoeuvering the ship through a malteser shower. Actually this is a lie, as they all revolve around the centre giving the impression of a rather good space station. Probably the intention, methinks.

THE DESIGNER



Martin Edmonson began his software career back in the good old days when the Beeb was a pretty hip machine. "Two Beeb games, *Ravenskul* and *Codename Droid*, on which I did half the programming, were released by Superior Software. The next game I was involved with was *Balistix* on the ST and Amiga – primarily on the graphics side of things. Then I did the graphics on *Shadow Of The Beast*, which was the first Amiga originated product I worked on. *AWESOME* is my



next one obviously."

So did Martin just do the design on *AWESOME*? "No, it's not as clear cut as that. In addition to the graphics, there's also the game's design, which was a joint effort." Martin went on to explain what he had aimed for with *AWESOME*. "We wanted to make sure that the game was made up of totally different sections. I wanted it to feel like several different games: so it's got elements of *Space Harrier*, other space shoot 'em ups and in this next section, *Gauntlet* – so you won't get bored of it."

Any plans beyond *AWESOME*? "Well, there's *Shadow Of The Beast II*, which is still in its very early stages, so that won't be along for quite a while yet."

I'm sure I can wait. After all, I'll probably be playing this little space epic until *Beast II* comes along.

SPACED OUT



1 **Your ship. Blast and double blast! In fact, pack in as many blasts as possible, because keeping a ship that size out of trouble is nigh on impossible with so much bedlam going on around you.**

2 **Beep beep! The radar, which displays all of the objects around your ship – presumably so that you can distinguish between what should be shot and what shouldn't. Pretty pointless, really, as after a few seconds of play you realise the best policy is to shoot everything in sight. The radar is colour coded for simplicity and also, methinks, to make the screen a bit prettier.**

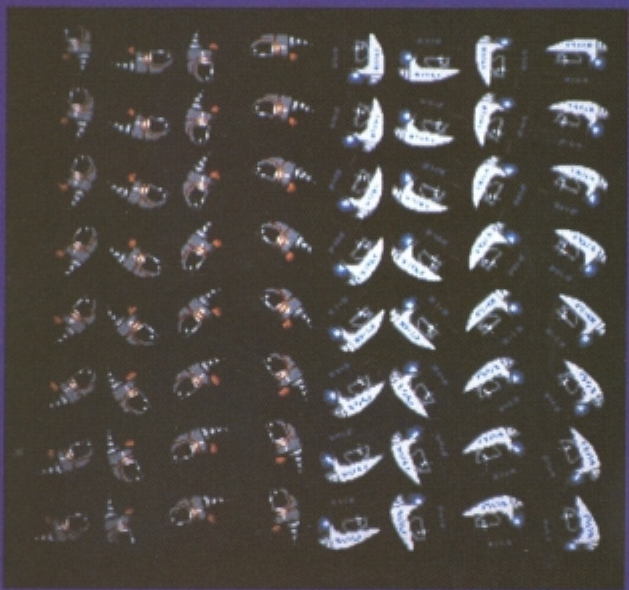
3 **Looks like you've got a lot more objects to destroy before you can progress to the next section. Nothing too much for a space cadet of your standing. Get blasting!**

4 **This is the number of energy units you have left before you're relegated to a life of floating about the Cosmos, doing nothing but, erm... floating. You could always attempt to count the stars, I suppose, but it's best not to run out in the first place, really.**

5 **Presumably, even those spaceys with mega-adept trigger fingers find a little trouble counting. So, for the inept among you, here's your remaining energy presented as a sliding scale.**

6 **The score, which is obvious really, so I don't know who's the daftest. Me for writing this or you for reading it!**

7 **Everything not mentioned above. The enemy. Shoot it! Blast it! Show it no mercy!**



It's a tiny bit like that old chestnut *Asteroids*, except in one vital aspect – the scenery rotates around the ship, rather than the other way round. This caused one of the biggest headaches for the programmers, as all of the enemy ships, rocks, bullets and so on had to be drawn 32 times to cover all of the possible positions that they might appear in. A certain number of objects, ships or rocks must be blasted before progression onto the next section. Once each section is completed, you'll be presented with a status screen, giving details of money, energy, when *Neighbours* can be picked up on channel 44395876, and other such useful information.

then pick up before flying away with it." I decide not to mention that Martin's just given the puzzle away, and quickly change the subject so he doesn't notice either. Are all the space stations going to look like maltesers?

"Well that's just one example; each level will have different things in it, so there's not such a thing as a standard space station."

COPS IN ORBIT

They're police ships," said Martin, helpfully pointing to the police ships, "protecting a tanker, which has a special weapon, or money secreted, which you get by blowing the ship up. But as soon as you hit any ship or the tanker, all of the police ships attack you: so you've either got to be quick about it or have some pretty powerful weaponry."

In addition to these sections, there are also other sinister plans. "We want



Blast those police guards to smithereens in order to get to the precious cargo they are escorting. Looks like a few barrels of Castlemaine Four Kisses. *(Not that a self-respecting space cadet would know what to do with them. Ed.)*

to have an asteroid storm and more puzzles like the space station thingy, where you have to use the old grey matter, so there's an incentive to go on."

DRAGON BASHING

As if all this lot wasn't enough, before you can land on any planet, a giant dragon must be taken on and defeated. Your ship flips through 90 degrees and flies into the screen much in the style of *Space Harrier*. The dragon loops in and out of the screen faster than a bullet train and is superbly designed and drawn.

"Believe it or not, this bit was fairly easy to program compared with some of the other sections, but it was the one section which really drew the crowds when we showed a demo at the PC Show", says Cormac. Each planet gets harder and harder of course, some having a whole wave of giant dragon heads as well as the main dragon. All the dragons and heads must be killed before the player can advance.

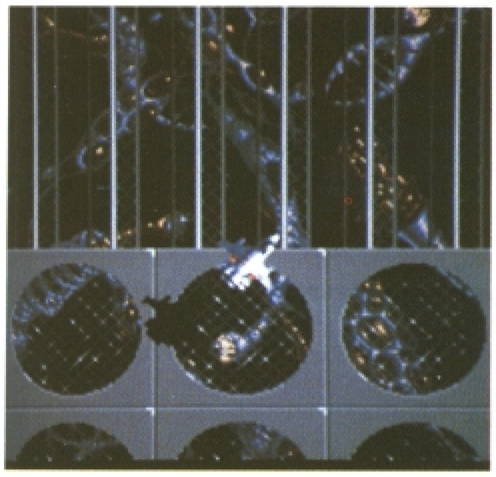


The rather impressive dragon launches some rather impressive bombs at you, which tend to hit home rather often, as you sit there, gob agape, saying "gosh, that's rather impressive".

THE IMPRESSIVE BLIT

Once the dragon has been blown up into little piles of space dust, the game changes once again and your ship zooms down to the surface of the planet. Alright, so it doesn't look much like a planet surface, but who cares? This is a fairly short section which involves flying round until you locate a key, a landing strip for your craft and the entrance to the silo. It really does look incredibly impressive and smooth and will doubtless have quite a few chins dropping.

"Up till now the program's been using the blitter but none of the Amiga's really serious hardware. This next section, like some of *Beast*, is just impossible to do anywhere else. Gameplay-wise it's not the most impressive section, but it uses the Amiga to its fullest," adds Martin. Cormac continues: "It's the most



This stage features parallax scrolling in an infinite number of directions. The impact is impossible to convey with screenshots, so dream on...

technically advanced section as it involves scrolling the screen in an infinite number of directions, totally smooth in every direction. Nothing like this has been done before."

This section will allow the player to explore the map of the planet before landing and doing some serious carnage in the following chunk, which is a cross



Okay, so it doesn't look stunning yet, but this is a very early rough version.

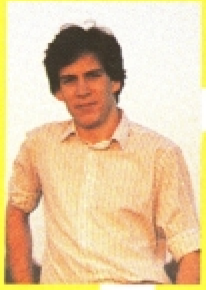
between *Gauntlet* and *Commando*. It still had quite a way to go when I saw it and all that was available to see was a very rough version with some fairly ropey graphics. However, they promise the usual superlative graphics when the game is finally released.

Once you have picked up the key, climbed back into your ship, flown across to the silo and climbed down into it, you are then presented with the trading options. These take the form of graphically excellent sections where you can sell coins and crystals and buy new gear. Once you've finished fiddling about with the ship, buying and selling weaponry, altering the firing power of the guns and so on, it's time to hit the space highway once more on a journey which compels you to escape from the AWESOME planets. Why? Like I said, they haven't thought of a scenario yet. *(How about Poll Tax evasion? Ed.)*

WHAT'S WHAT

TITLE	AWESOME
PUBLISHER	Psygnosis
PRICE	To be announced
FORMAT	ST/Amiga
RELEASED	Spring

THE PROGRAMMER



Name? "Cormac Batstone – d'you want me to spell that?" Erm... yes. Once he had, I asked him for a 'softography'. "Erm... nothing published." So how did you get onto this project? "Oh, I knew Martin and he's such a nice chap... (Martin and everyone else within earshot snigger). Martin and I began work on *AWESOME* in mid-June, but since my University term started a few weeks ago it's being done mostly in the evenings and at weekends now." As Martin lives in the north-east and Cormac is studying in London, it's led to some pretty epic phone bills as the two try to finally tie up the loose ends.

So what's Cormac studying in between drunken orgies down in the University bar? "Theoretical Physics." Oh. Don't ask me, I can't wire a plug. Hang about... shouldn't you be at lectures today? "Erm, no..." (Mumbles unconvincingly about all his lecturers dying of cholera or something as an indication that lectures would be cancelled. I didn't believe him.) "Anyway, they're completely boring. Don't publish that last bit." Now would I do a thing like that?



STOP



One of the status screens which allows you to change the ratio of weapon power and to [illegible] weapons which you might have. This appears at each of the sections between the planets.

review

X-OUT

ZERO HERO

Paul Lakin once had an extremely unfortunate experience with a glass of water and an action man snorkel. So it was with some trepidation that he set out to review Rainbow Arts' underwater extravaganza *X-Out*.

Hell, I'm only reading the instructions and I'm already sinking. Abandon ship everybody, women and gamesplayers first. What do you mean 'this is a submarine game'? Hmm, submarine, that's Latin for something I think. Sub means... er... under and marine – that's a type of soldier isn't it? So *X-Out* is a game about being under a soldier. Crumbs!

Pretty cunning, heh ?

This is where you come in. Starting with just about enough money for a day return to Cleethorpes, you have to buy and equip a sub and go out shooting. There are a choice of submarines – the cheapest can only carry three weapons and is about as much use as a sink plunger with a hole in it. The really expensive version is more my cup of Horlicks, especially once it's bristling with twelve fearsome weapons.

Fortunately there are also a range of satellites. These lovelies can be placed round the sub for protection and are either fixed or move in their own orbit. By the time I'd finished with that little lot you couldn't see me for shields. Whoops! No money left for weapons. Ah well, if I see an alien I'll nibble his ankles.

At the end of each level, assuming you get there of course, there is the chance to trade in old weapons and buy new ones. Decisions made here are vital. Each level suits slightly different configurations of weapons and, in my case, shields. It's also possible to select from one of five speeds for your sub. Whether you use the extra speed for charging into battle or charging away from it is entirely a matter between you and your pride. Once the submarine (or submarines, you can buy more than one) is fully equipped, it's time to strap on your marine boy helmet and prepare to take the plunge... (*Groan! Ed.*)



Yikes! Marine Boy was never like this.

Ah, having consulted a Latin dictionary I see that *X-Out* is an underwater shoot 'em up. Now you wouldn't catch me in a submarine for all the beer in Yorkshire, I have enough trouble staying afloat without strapping a large metal periscope to my back. If God had meant us to live underwater he wouldn't have invented cricket. (*Yer wot? Ed.*) However the evil thingies from Alpha Centauri don't play cricket, so when they invaded the Earth they built their bases under the sea. Problem is, of course, no one noticed so these thingies started trying to attract attention to themselves by taking potshots at passing planes and ships. Not a situation that can be tolerated I'm sure you'll agree. Hence Project Deep Star. (A strange name for an underwater project but that's where committees get you.)

Project Deep Star is a subtle and imaginative project consisting of arming up a load of submarines and sending them out to blast the aliens.

WHAT'S WHAT

TITLE	X-Out
PUBLISHER	Rainbow Arts
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Paul: The first thing that hits you about *X–Out* is the sound. Good is not the word for it, though very good just might be. (*That's two words. Ed.*) Using a new TFMX system, no I don't know what it stands for either, (*It's stands for jolly super sound system actually! Ed.*) Rainbow Arts has produced a bassy sound that wouldn't be out of place in a nightclub – well an underwater one anyway.

HASSLE FACTOR:
Not a fast loader but well worth the wait.

As good, if not better, than the sound are the background graphics. The eight levels of the game contain four different worlds. The Crystal World is probably the most spectacular, but for old sentimentalists like me level one was by far the best. The green depths are littered with ruined ships and abandoned cities – well atmospheric. However with over 50 objects simultaneously on the screen there is little time to appreciate the niceties of your surroundings. Before you've had a chance to say "Oooh Mildred, look that one up in the guide



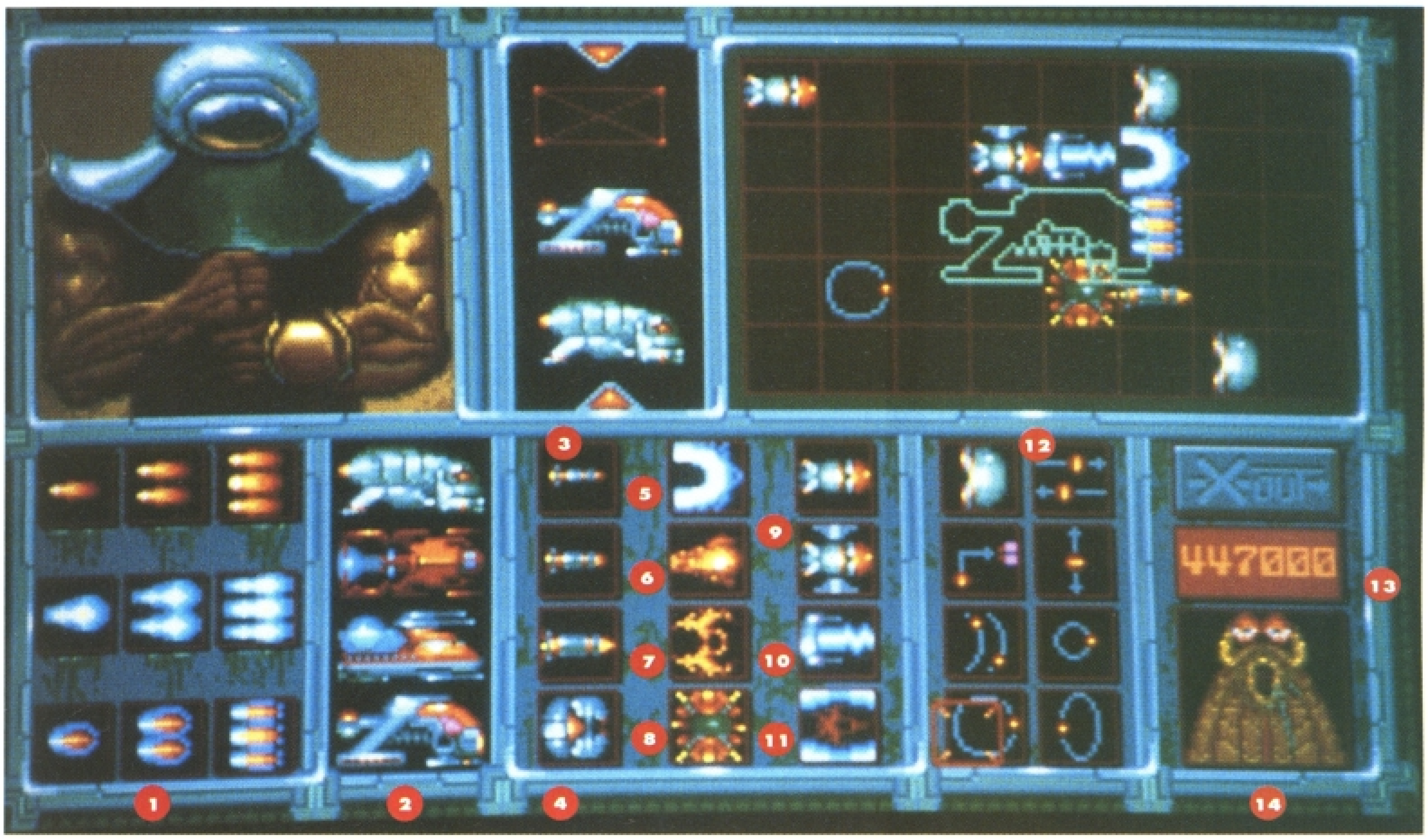
Yes it's lurverly darling, but next year I'll book the holiday, okay?

book" you'll find your submarine has been subdivided, leaving you clutching a very soggy copy of *Berlitz's Guide To The Seabed*.

The monsters are certainly an impressive and varied bunch (in fact they're impressively varied). Some have a simple lemming tendancy which makes them ideal laser fodder. Others are tougher than yesterday's pasta.

The end of level aliens were even more tricky. The best way of dealing with them is to snuggle up close and then let them have it with everything you've got – including the kitchen sink. Though snuggling up to these beasties is about as appealing as french kissing a killer whale.

Within the limitations of a shoot 'em up it is hard to fault *X-Out*. The graphics are colourful and interesting, the monsters are imaginative and genuinely



different. Some of the submarine's weapons are a tad irritating since they only fire intermittently and when they feel like it – which is always when you least feel like it (life's a bitch like that). However the independent satellites are an impressive addition to the shoot 'em up arsenal.

With *X-Out*, Rainbow Arts hasn't necessarily done anything terribly new to the shoot 'em up format, they've simply done it a whole lot better than most.

THE VERDICT

G	GRAPHICS	91
S	SOUND	88
A	ADDICTIVENESS	85
E	EXECUTION	88

• 20 • 40 • 60 • 80 • 100

A colourful and imaginative shoot 'em up with enough variety to guarantee a longer than average shelf life.

91



Stop looking at the flippin' guide book and start shooting something!

MUNITIONS MENU (YUMMY!)

Where the best dressed sub mariner buys his nautical nighties! Oh, and some other stuff like the odd submarine and weapons too.

1 **Basic Shots:** These shots range from weak to strong. The weak is the equivalent of a slap with a damp codpiece; the strong is more like a slap with a double decker bus.

2 **Ships:** The smallest ship is cheap but can only carry three weapons and usually survives for three pico seconds. The bigger ships cost an arm and a leg. You pays your money, you takes your choice.

3 **Guided Missiles:** Good for killing meanies you haven't even noticed. Alternatively you could try concentrating a bit harder.

4 **Bouncing bomb:** Give those sea bed gun emplacements a taste of the old Dambusters treatment.

5 **Energy Wall:** Powerful multi-purpose weapon that seems to have a mind of its own.

6 **Flame Thrower:** Anyone fancy fried aliens on toast?

7 **Fire Claws:** This fires in a two pronged curve. Line up on your least favourite alien and then watch in horror as you miss him completely.

8 **Smart Bombs:** The soft option, they destroy everything on the screen (except you). Try to resist the temptation to use them at the first sign of trouble though, you only get one per level.

9 **Set of Drones/Drone Collector:** These guys can do the fighting while you courageously watch them from behind the nearest stalactite.

10 **Laser:** Does to aliens what the microwave did to my hamster.

11 **Shield:** You can't have too many of these.

12 **Satellites:** Either fixed, moving or homing these are your defences. No self-respecting coward should be without one or, preferably, several.

13 **Total Spending Points:** What you never have enough of, but gets bigger as you get better.

14 **Trash Can:** Swallows your mistakes, like when you nearly buy a missile instead of another homing satellite.

STOP


VAUX
HURIKAN
AMIGA SCREEN SHOTS
ST AMIGA
HURIKAN / LM&A
17, RUE DES PETITS CHAMPS
PARIS FRANCE
HURIKAN UK SALES OFFICE
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NEW ROAD, ST IVES
HUNTINGDON, CAMBRIDGESHIRE PE 17 BG
TEL : 0480.49.64.97



SUPER CARS

Seatbelt. Ignition. Mirror, Signal, Mano... Crash! %!!@**!!! *Sean Kelly* takes Gremlin's new *Super Cars* out for a spin.**



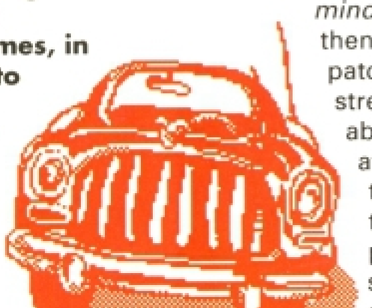
▲ Yarrggh! Enough oil to coat Alaska!

This ain't a game to tax anyone's intelligence (except maybe mine), as it has a scenario that can be summed up in one word. Drive Fast And Win. Alright, four words.

This 'Driving Fast And Winning' malarky is performed around a series of nine tracks, each progressively more difficult than the last. In order to move up to the other two leagues, and thus qualify for a better car and bigger budget, you must finish in the top half of the race order on all nine tracks. Once you move up, you'll face the same nine tracks, but with more hazards.

Winning or gaining a position results in a cash prize which can then be used to carry out essential maintenance on your car or to add all those extras like armour, turbo and missiles. Finishing third all the time won't give you enough dosh for a pair of fluffy dice.

Overhead racing games, in theory, should be easy to produce. No massive vectors or sophisticated scrolling routines. But so far the majority of them have been pretty crappy. So what about *Super Cars*?



WHAT'S WHAT

TITLE	Super Cars
PUBLISHER	Gremlin Games
PRICE	£19.99
FORMAT	ST/Amiga
RELEASED	February

AMIGA

Sean: Most cars look pretty much the same from a helicopter at an altitude of a hundred yards. For that very reason, overhead racing games like *Super Cars* tend not to be fantastically stunning when it comes to the graphics– different coloured cars, green grass, grey track and that's the lot. They also tend to be about as much fun to play with as a guitar without any strings.

But contrary to expectations, Super Cars has proved to be a stunner on the playability front. Though the controls take a bit of getting used to, once you're past this tiny hurdle, it's even more addictive than blue Liquorish Allsorts. It's one of those games that is easy to pick up, but once you're playing, practically impossible to put down. Like the *Financial Times* in fact. If you're into skidding in a big way *(Dunc springs to mind – I can't imagine why. Ed.)* then the oil slicks and mud patches will be right up your street. And as you learn more about keeping the other cars at bay, by the use of sneaky tactics like barging past them at corners and pushing them into the oil slicks and sand, the game gets even more addictive. The tiny details make for an attractive course design. Similarly, the trackside scenery is imaginatively produced, highly detailed and colourful– think yourself lucky that you're in the helicopter, not hanging onto a steering wheel watching the opposition disappear into the distance.

The gameplay graphics are supplemented by some spondicious linking sections which are so good they look as if they could've been blagged from a Cinemaware game. A catchy little tune, coupled with some very unpleasantly realistic skidding sounds, complete the game on the aural front. Get a little too overexcited, and the tyre wear scale will plunge into the red. And Pirelli P6's don't come cheap.

HASSLE FACTOR: 1
A bit of waiting between loads, but nothing too unbearable.

There's no doubt about it, *Super Cars* is megafun. It's a very addictive challenge with heaps of playability. It only just misses being ZERO HERO'd due to the lack of variety in the tracks. It would have been good to see a few chicanes, humpback bridges and tricky curves. All the bends are right angles – a tad samey after a while. If Scalextric can manage it, why not a 16–bit computer? This point aside, it's utterly fab. Get your loved one to buy it for your Valentine's Day prezzie. And if you haven't got a loved one, buy it yourself. You never know, you might just fall in love with Super Cars.



▲ The garage, where you can buy all those little extras. I'm sure mechanics don't normally dress like that.



THE VERDICT

- **G** GRAPHICS 87
- **S** SOUND 79
- **A** ADDICTIVENESS 88
- **E** EXECUTION 92

20 40 60 80 100

A simple idea brilliantly executed. Well worth the folding stuff.

89

STOP

STAR TREK V
THE FINAL FRONTIER

It's like no form of life we've ever encountered... Yes, it's a strange reviewer by the name of *Jonathan Davies* who's gone to boldly split his infinitives (ouch!) and have a butchers at *Star Trek V* from Mindscape.



▲ Jim's pressed the wrong button again and the whole lot's gone up in smoke. Time to blow all the pulled out hair off the disks and load them in again.



"Mr. Sulu, proceed at half impulse power." "The dilithium crystals cannae take it Jim." "They must, Scotty – and beam me up while you're at it."

Things aren't as they should be on Nimbus III and it looks like the Federation is in deadly peril again. As always, things have happened at rather an inopportune moment and you, Captain Kirk, have to set sail (or whatever space ships do) with only a half-finished Enterprise and a skeleton crew. That'skeleton in the quantity sense, of course. *(Apart from Bones, maybe. Ed.)* To add to your problems, the Enterprise is under the control of an evil maniac who won't take no for an answer.

If you've seen the film, you'll know pretty much what to expect when due to its dodgy engines the Enterprise plunges into a wormhole. It's the usual loads-of-circles-coming-towards-you kind of thing, with a few other bits and pieces to shoot and collect. Then, assuming you've made it through that little lot, it's minefield time. Two rings of counter-rotating mines appear, with you stuck in the middle. Not only that, but they're closing in on the ship. And fast.

Things continue very much like this throughout the rest of the game – lots of sub-games rather than one complicated big one. They're all bound together by the 'bridge' section, during which you get to boss the crew about and generally be Captain Kirk.

The sequence of events claims to be true to the film, though whether you consider this an advantage is another matter entirely.

WHAT'S WHAT

TITLE	Star Trek V
PUBLISHER	Mindscape
PRICE	£24.99 ST/Amiga £29.99 PC
FORMAT	ST/Amiga/PC
RELEASED	ST/Amiga: March PC: Now



"It seems to be a form of life composed entirely of energy, Jim. I've never seen anything like it."

PC

Jonathan: It's certainly very *Star Trekky*. Right from the pitiful attempt at the theme tune, you know where you're at. Even more *Trek*-like are the graphics – digitised piccies of Spock, Scotty (with not a grey hair out of place) and the all the rest. That's in VGA mode, at least. I can't speak for the EGA ones.

As for the other bits – the playing parts – they weren't exactly gripping. Each new stage just seemed to get in the way of what came next. And you always know what's coming because it all happens in a set order. Even the flying around parts have been executed with a bit more finesse in other games although the authentic piccies and lingo do make a big difference. Atmosphere-wise it's absolutely faultless.

HASSLE FACTOR: 6
When you die (happens a lot) you get dumped into a black hole and have to reload the five disks. Aaaarrrgh!

The worst thing is the difficulty. It took me ages to get through the worm-hole thing and when I did do it, the Enterprise was so smashed up it was naff all use for anything. Perhaps extreme perseverence is what's needed.

Despite reservations about the way it's put together, I'm pretty impressed. *Star Trek V* is visually ace and, if you're prepared to stick with it, entertaining. All it needs is a digitised 'psshhqueak' when you enter the bridge, to make it perfect.

THE VERDICT

G	GRAPHICS	90
S	SOUND	45
A	ADDICTIVENESS	69
E	EXECUTION	79

• 20 • 40 • 60 • 80 • 100

Spock might raise an eyebrow at parts of it, but otherwise a good rendition of the film. May the force be with you! (Or is that something else?)

76

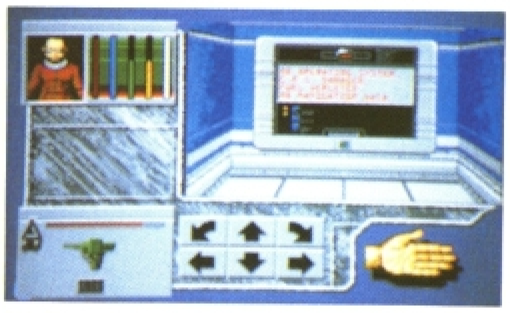
Screen shots represent Amiga versions; others may vary.

review

XENOMORPH

Dungeon Master in space. That, in a nutshell, is what *Xenomorph* has attempted to be. It's all there, strolling round, picking up bits and pieces, putting them all together, and beating the living daylights out of anything that happens to stray too near to you. There's loony robots, giant spiders and strange lifeforms that hatch from rooms full of eggs. Has the designer of *Xenomorph* seen *Aliens*, we wonder? *Sean Kelly* straps on his exo-skeleton and prepares to shout 'Leave her alone you...' (*Snip. Ed.*)

You know how it is. You've been stuck on your space ship, the Mombassa Oak, for flippin' ages. You've travelled hundreds of billions of light years across tons of galaxies to reach your destination, the mining colony

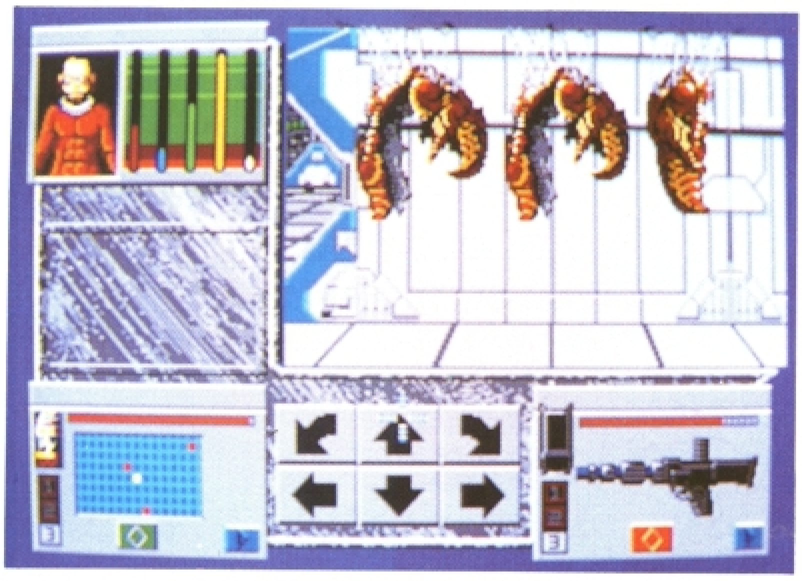


Well it doesn't look as though I'll be watching *Neighbours* today.

Atargis. Then, just as you're about to make your rendezvous, the ship's computer goes barmy. Still, you plod on regardless and single-handedly land the ship at the mining colony. No mean feat, so you climb out expecting a hero's welcome, and what happens? Diddly squat. Nothing. All the miners are dead. Flippin' typical or *what*? But what happened to them? Who's killed them? Who cares?

All you want to do is repair your ship and head back into space again as fast as possible. In order to do this, you must cannibalise the mining colony computers to replace the broken components on the ship. This would be straight-forward in real life, but as we're talking about a computer game, there are loads of hazards standing between you and your ultimate aim – including horrible aliens and defence 'droids.

The mining colony is spread over fifteen floors and each of them is absolutely massive. In addition to the size of the plant, there are also tons of puzzles and tasks that need to be accomplished before you get anywhere near leaving the planet. There are computers to be mended and utilised, passes to be found, armaments to be mastered, and bodies to be robbed. No doubt about it, *Xenomorph* is an absolutely huge game. But as we all know – size isn't everything...



Hmmm. Let's see, one unhatched cocoon, and two hatched. That means there's two horrible nasty aliens knocking around here somewhere and one just about to arrive. Time to depart, methinks.

WHAT'S WHAT

TITLE	Xenomorph
PUBLISHER	Pandora
PRICE	ST/Amiga £24.99 PC £29.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

AMIGA

Sean: *Xenomorph* is one of those games which, whilst first appearing fairly unattractive, grows on you over a few hours of play. (Rather like one of the aliens in the game, but more of that later.) The first thing that anyone buying this game should do is buy a Eurosize 10 Graph Paper Pad, because every time I tried to play without mapping, I got lost within five minutes and literally went round in circles.

As you begin, you're dressed in just a rather fetching pair of boxer shorts. Fortunately a rummage in the ol' backpack will reveal a boiler suit, some boots and a rather fetching helmet, as well as stacks of other goodies. A quick skeggy of the manual reveals that the bits found include a motion detector, laser guns, machine guns and a hairdryer. At least that's what it looks like, anyway. Get it all sorted out and in some sort of order so that it's easily accessible and carry a gun at all times. Otherwise the first baddie you meet will kill you while you're rummaging around in your handbag trying to find a gun that works.

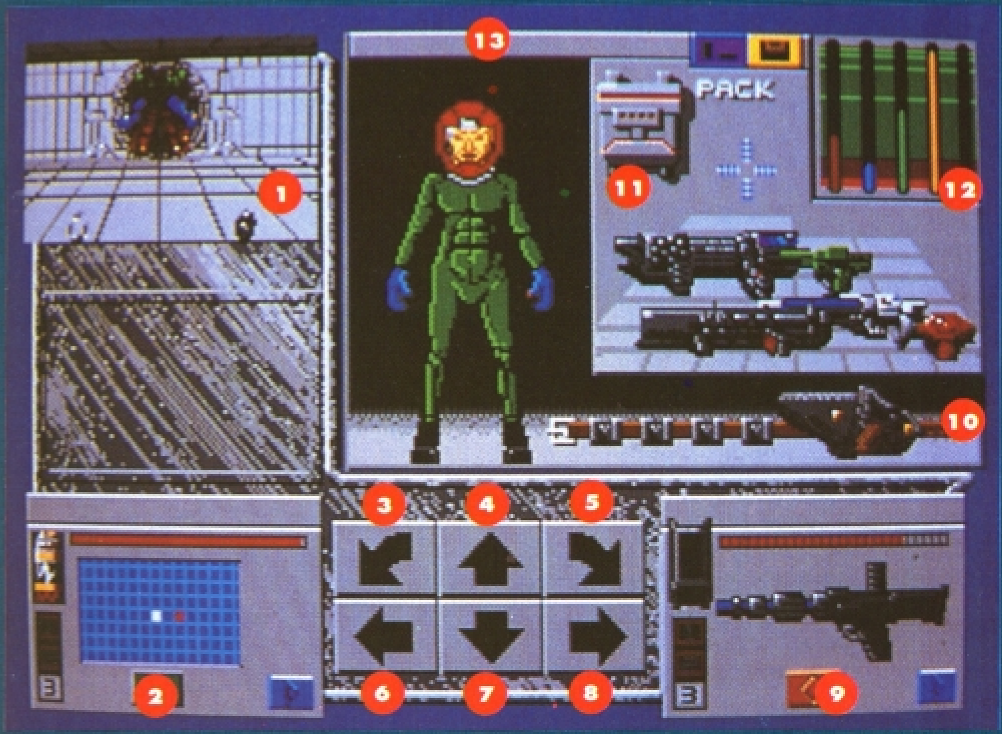
The strongest feature of *Xenomorph* is its variety. Each of the levels has its own style and design of graphics and this enhances the atmosphere no end. It all moves incredibly fast – clicking to go one square in any direction will get you there before you can blink. The screen scrolls as you turn, rather than just flipping to another view, which makes for a smoother program.

There's also a tremendous range of aliens and robots to encounter. Each of them has different attributes – all are well animated and have been designed with



Yeuch! A horrible jelly thing with a big, er, tentacle. I wonder what'll happen if I shoot it?

THE XENOPHOBES GUIDE TO THE GALAXY



1 A quarter size scale 'window' of what's happening around you as you fumble about in your handbag. It works, so if any meanies appear here, they can still be killed without leaving the cosy confines of the ol' Colibri.

2 This is what you're carrying in your left hand. It is, in fact, a motion detector, which tells you if there is any movement in your vicinity – each square representing ten feet. You're the white dot and at the moment, all's quiet.

3 Spin 90 degrees left.

4 Move one square forward.

5 Spin 90 degrees right.

6 Move one square to the left.

7 Move one square back.

8 Move one square to the right.

9 This is what you're carrying in your right hand. In this case it's a 10mm assault rifle, all tooled up and ready to go. The red scale above the gun indicates how much ammo you have before you're left staring at a giant monster with a gun going 'click...click'.

10 Your fashion belt, with holders for a gun and various other bits and pieces like hand-grenades, clips, etc.

11 Your handbag. Ooooh, my!! It's a surprise you can find anything in that mess, daarling. Well, they do say 'the handbag is a reflection of the mind.' (*Are you alright? Ed.*)

12 The state of your health. The red column is general health, blue is stamina, white is radiation absorbed, green is food level and yellow is your water level.

13 You. Boy, are you Ug-Er-Lee.



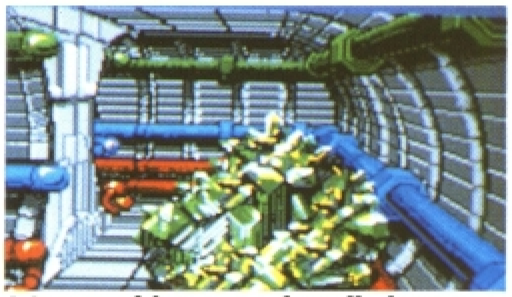
The various stages in the development of one of the horrible beasties that you're going to come across, from horrible little worm to big ugly beastie.

loads of imagination – from the stomach-popping aliens of a certain movie to huge spiders and giant 'droids. Most of them go through various stages of growth and development, so even within one particular 'type' of alien there are even more forms and strengths.

HASSLE FACTOR: 0
Not much disc swapping and well a put together game.

The sound is fairly minimal – it's mostly sampled grunts and gunshot sounds, with the odd spot effect thrown in for good measure. Then again, sound isn't really that important in a game of this breadth and scope and anyone who buys it probably won't be looking for stunning sound effects anyway. What they will want is tons to do and loads of problems to solve. They will find more than enough in *Xenomorph*, that's for sure. Most of the ship will initially be inaccessible, so you'll need to discover how to get into these areas. Keeping yourself fit is also going to be difficult and that's before you've even began on the main task of fixing up the ship's computer

A little more interaction would have been welcome, to make a change from



It's turned into a profoundly large green crystal. Gosh, isn't that interesting. (*No. Ed.*)

simply destroying every blighter that's stupid enough to step within range of your vast armoury. Even the ability to question the various computer terminals around the place would have added another, more sophisticated dimension to the game. Still, can't have everything.

As it stands, *Xenomorph* is still an epic game that'll have you playing for months. It's absolutely dripping with atmosphere and is exquisitely put together.

In addition, actually playing a sophisticated game like this that doesn't involve runes, staffs, wizards or daft spells is more than a welcome change.

THE VERDICT

G	GRAPHICS	88
S	SOUND	60
A	ADDICTIVENESS	90
E	EXECUTION	89

• 20 • 40 • 60 • 80 • 100

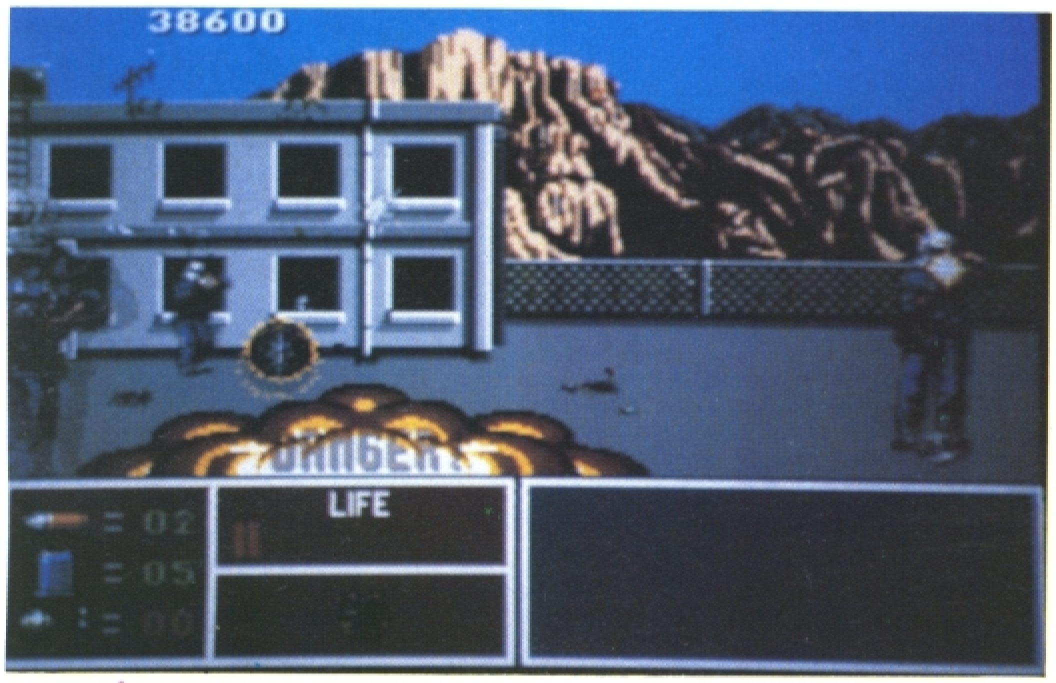
Sophisticated '*Dungeon Master* in space' type game that 'll doubtless have many followers.

89

STOP

OPERATION THUNDERBOLT

Paul Lakin wanted to join the SAS but couldn't find their number in the Yellow Pages. To cheer him up we lent him a machine gun and sent him off on _Operation Thunderbolt_...



Some holidaymakers might be slightly alarmed by the natives' warm and enthusiastic welcome.

When they next start giving out Nobel Peace Prizes, Ocean's name is unlikely to be on the shortlist. _Operation Thunderbolt_ is not a game designed to spread love between the nations. Opponents are distinctly foreign while the square-jawed heroes pack more ram than Rambo.

As with its predecessor, _Operation Wolf_, _Thunderbolt_ concerns Roy Adams' attempts to rescue hostages from some 'imaginary' African country. This time the mission is so terrifyingly tough that there's a two player mode that gives our Roy a chance to bring along a friend in the shape of Hardy Jones.

Adams begins his mission in a street where a lot of men keep shooting at him in a pathetic attempt to distract attention from the fact that they're wearing tea towels round their heads. Rather than laugh at them, Roy blows them apart. Later on, these men stop wearing tea towels and turn out not to be Arabs at all but Africans. The plot thickens but Roy is not perturbed; he blows them apart all the same.

In fact, Mr Adams spends most of the eight levels blowing things apart, including cats and dogs which yelp and give birth to extra bombs and hand grenades. Streuth!

The shooting doesn't stop until Adams has rescued the hostages and made good his escape. With ammo in limited supply and the dastardly hijackers hiding out behind their hostages, shooting has to be accurate as well as enthusiastic. Idle blasting will leave you taking on four armoured cars with one bullet and a lot of dead hostages to boot.

WHAT'S WHAT

TITLE	Operation Thunderbolt
PUBLISHER	Ocean
PRICE	ST £19.99 Amiga £24.99
FORMAT	ST/Amiga
RELEASED	Out now

AMIGA

Paul: Arcades are funny old places. They're full of really imaginative high tech games yet you'll still find crowds queuing for *Thunderbolt* despite, or perhaps because of, the fact that it's really just a glorified shooting gallery. I suppose it's a case of preferring guns to buttons.

Guns or no guns, I'm far too much of a wimp to play these sorts of games. Fortunately, while loitering around in Lunn Poly I found a coffee stained travel guide to "Thunderbolt Holidays To Africa – The Package That'll Give You A Packet". Jolly interesting it is too, so you can read it and I can go home.

THUNDERBOLT HOLIDAYS

Day One: Well boys and girls, it's going to be a brisk busy start to the holiday so remember to put a pair of sensible shoes on and bring along plenty of ammunition. The day will be spent in the street of a typical Arabic Town collecting souvenirs and trying to kill plenty of the natives.

Day Two: A fascinating visit to a charming village where the locals will greet you with warmth, grenades and their delightful hand crafted throwing knives. Lots to look at so don't blink or you might live to regret it. Then again you might not.

Day Three: An exciting drive through the beautiful countryside. The locals are fairly aggressive drivers so remember to keep one hand on the horn and the other on your machine gun.

Day Four: This African village has barely changed in the last four hundred years except for the addition of the odd gun tower and a few hundred friendly, gun-toting natives.

Day Five: No holiday is complete without a cruise – and this is a cruise

Ocean would like to stress that there is no similarity between the state of Kalubya, setting of *Operation Thunderbolt*, and certain other North African states. Just to clear up the confusion, ZERO has printed some of the crucial differences.





1. Libya is ruled by Colonel Ghadaffi, a member of its armed forces.
2. Colonel Ghadaffi thinks he might be God.
3. Libya was once colonised by the Italians.
4. Most Libyans worship Allah and his Prophet Mohammed.

1. Kalubya is ruled by André Pamplemousse, ex-member of Kalubyan Theatrical Costumiers.
2. André Pamplemousse thinks he might be a duck.
3. Kalubya was once colonised by a family from Putney.
4. Most Kalubyans worship High Interest Bank Accounts.



Visitors should beware of the pesky native beggars. Give them a fiver and then shoot 'em.

few of you will complete. Don't bother bringing along your St. Christopher unless you're sure he's a dab hand with a rocket launcher.

Day Six: This hotel is famous for providing a hostage on every floor and for the fighting skill of its concièrges.

Day Seven: Morning: sadly this is the last day of the holiday so the party should make their way to the airport. The airplane must leave on time so don't let the locals delay you, however persuasive they may be.

Afternoon: And so it's onto the airplane but the holiday's still not over. We've arranged for you to join in the national sport of grenade catching. An explosive end to an adventure-packed holiday.

MISSION IMPOSSIBLE

Well that's enough of the holiday guide *(Just what I was thinking. Ed.)* so let's get on with the game. *Operation Thunderbolt* is basically *Operation Wolf* with a little more to it. The graphics are detailed, colourful and full of action. One key difference is that in some of the levels scrolling is into the screen rather than horizontal. This is very effective when you're fighting your way down a street. Some of the scrolling is a bit jerky but I'm prepared to believe that this adds to the feel that you are running – that's what it says on this £20 note anyway.

Firing is either mouse or joystick controlled. Both are on the difficult side of impossible until you get your hands on a laser sight. In the arcade you can of course use the gun to give you a vague idea of where the bullets are going. Looking down the barrel of a mouse is a bit unhelpful, especially when the tail keeps getting in your eye.

Once you have the laser sight, things go more your way, provided you've got some bullets left. As with extra ammo, energy etc. the laser sight is gained by shooting open packages or animals – honestly! Problem is, of course, you're never quite sure what's in a package. Having risked life and limb to shoot one open, you find it contains yet another bullet proof jacket.

To criticise a game for being unfair may seem like sour grapes but hell, what's wrong with sour grapes, they make wine out of them don't they? So here goes. This game is unfair. You enter a new level with all the problems in which you left the last one – such as no ammo and little energy – but none of the advantages like laser sights. What are you supposed to have done with the flippin' things? Absent mindedly dropped them into the nearest river or bartered them for 200 imitation pearl ear-rings for the girls back home?

HASSLE FACTOR: 0
Two disks but no juggling.

Another unusual feature of the game is its scoring. Although you have three lives, your score isn't carried forward to the next life so getting on the table isn't that easy. In fact the game overall is a real toughie. At the end of each level you can win extra points for your hits to shots ratio, so try and resist the temptation to use trillions of bullets.



Adams and Jones were unconvinced by the Sargeant Major's cunning disguise.

Operation Thunderbolt is a superb conversion of a very popular arcade game. If you enjoy this style of shoot 'em up then you'll love *Thunderbolt* and will play it with joy while waiting for Ocean's next game – *Invasion Italy 1990.*



After such an eventful holiday many tourists feel the need for a good lie down.

THE VERDICT

G	GRAPHICS	80
S	SOUND	86
A	ADDICTIVENESS	80
E	EXECUTION	85

• 20 • 40 • 60 • 80 • 100

Excellent if you like this sort of thing. Boring and a bit morally dodgy if you don't. No doubt it'll sell by the lorry load.

85

STOP



▲ "He's not really dangerous, he's just saying he likes you."

CHAOS STRIKES BACK

On the shore of Lake Viborg, the air alive with Magick, the Grey Lord gives you your instructions – *Jonathan Davies* must free the world from the reign of Lord Chaos. Flippin' 'eck!

To recap: you've already penetrated the Grey Lord's dungeon and rescued Theron from whatever terrible fate was planned for him. At least, that's if you've played and beaten *Dungeon Master*, to which this is the sequel. If not, go and do it, 'cos you won't get very far if you haven't.

Done that? Right. The problem this time is Lord Chaos. He's the sworn enemy of Lord Order and up until now they have lived in peace, harmony and all the rest of it inside the mind of the Grey Lord. Sadly, if not entirely surprisingly, things have now gone downhill. Lord Chaos has managed to build up a supply of Corbum, which has started to draw Mana from the world. Eventually it will collect enough to free Chaos and Order, which would be quite tragic in itself. What's worse, though, is that the universe will explode...

Conveniently, however, the Corbum has been hidden at the centre of four mazes (Ninja, Warrior, Wizard and Priest ones), and this is where your *Dungeon Master* skills come in handy. You've got to guide your team (the same one as you recruited in *DM*) through the mazes, collect the lumps of Cordum at the end of each one and dump it all into the FUL YA pit, whatever that is.

At your disposal are all the facilities available in *DM* – magic spells, weapons and (of course) lots, lots more.

WHAT'S WHAT

TITLE	Chaos Strikes Back
PUBLISHER	Mirrorsoft
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	ST: Out now Amiga: March





▲ Oh dear, my mistake.
▶ Picking your team from the occupants of the prison. Ooer.

Jonathan: Probably the first thing to make clear is that in order to get anywhere with *CSB* you'll need to have played and preferably thrashed *DM* first. This is because you've got to start off with a *DM* saved position so that you have some kind of a decent team to use. (Well this isn't strictly true – you *can* start from scratch by picking a team at the beginning, but you won't get far.) Due to the immense popularity of the original, this should still leave quite a large potential audience.

Okay, I'll come clean – I haven't got anywhere near to completing *DM*, so I started off with someone else's characters and saved position. The trouble is, I found myself in a slightly tricky situation with hundreds of baddies piling into me. As if that wasn't bad enough, it was almost pitch dark. Using my widely renowned initiative and cunning, I took them on with my bare hands. Game duration: 7 secs approx.

Plan B worked a lot better. I ran away. By keeping this up for a while I was able to collect a few potions, weapons and stuff and managed to thin out the enemy a bit. Then there was the problem of the darkness (a torch, maybe?) and finally the overwhelming feeling that I was deeply trapped.

HASSLE FACTOR: 0
Utterly hassle-free.

Coming from a *DM*-ing background, you'll know what to expect graphically. The 3D views are pretty spectacular. Sound consists of the familiar long periods of silence, interrupted by token samples. Just the job, and it all leaves plenty of room for fiendish puzzles.

Bearing in mind that Dungeon Master experience is vital, *Chaos Strikes Back* can be considered pretty triff. And if, in fact, you haven't had a crack at the original, this is the ideal opportunity to go and do so.

GRAPHICS 81 · ADDICTIVENESS 93 · SOUND 62 · EXECUTION 92 · OVERALL 92


SPACE HARRIER II
TM
Set in the Fantasy Land, the Dark Harrier has taken control and has imposed a cruel tyranny. In this excellent sequel, Space Harrier II goes in to change the situation in true shoot-em-up style.
Blast the terrifying end of level monsters in order to face the next challenging round and battle your way through to the ultimate level to meet and destroy the awesome "Dark Harrier".
12 fantastic levels of frenetic activity, 2 bonus rounds on your jet-board, amazing sound effects, music and graphics all go to create one of the most authentic conversions ever.
ATARI ST
C64
SPECTRUM
SPACE HARRIER II
AMIGA
SEGA
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CHASE HQ

Duncan MacDonald and Paul Lakin are rather 'fast' characters. Duncan sports turbo boosters on his C5 and Paul once met a man who owned an MG Metro. So imagine how thrilled they were when given a chance to drive a Porsche and ram wrong-doers up the Khyber...





▲ Wheeeee! look at me everyone, I'm on level 4!

In the old days (when you could by three loaves of bread for tuppence, and everything was made out of wood) police sirens made a rather satisfying 'eee-aaw, eee-aaw, eee-aaw' noise. Then, all of a sudden, American cop programmes became the vogue, and we were subjected to the rather more ear piercing 'whoop-whoop-whoop' sounds of the USA. This filtered through into the British police force when the more powerful cop cars had their 'eee-aaws' changed for 'whoop-whoops'. Suddenly, crooks fleeing from bank-jobs could tell in an instant the calibre of the pursuing rozzers by the siren type. If it was a 'whoop-whoop', they were in trouble as it was probably a souped up Granada or Sierra full of armed members of the Sweeney. If, on the other hand, it was an 'eee-aaw' then they were laughing: a mini metro driven by PCs Blenkinsop and Hodges. In *Chase HQ*, in which you play a cop-car driver, you'll be pleased to discover that your car is of the 'whoop-whoop' variety.

A massive arcade smash last Summer, Chase HQ followed much the same format as Outrun – big steering wheel, accelerator and brake pedal, two speed gear shift and large, beautifully animated graphics. The object of the game was slightly different to that of Outrun though. After being given a brief description of a villain's getaway car (and his crime), you were plunged into an undulating roadscape to give chase. When you finally caught up with the crim's car, the real fun started because guess what you had to do? Flash your lights in his rear view mirror and indicate with your thumb that you wanted him to pull over? Not on your nelly – don't forget, you're driving a 'whoop-whoop' in this game. Instead, you had to ram his getaway car up the boot repeatedly until it burst into flames. Then you 'nicked' the bounder and it was on to level two – and a new villain. This time, his car was faster and the road was less forgiving. And on and on it went, until you ran out of 50p pieces. All in all, the coin-op was a real hoot – and very addictive.



▲ Hmm... now I wonder which car I'm upposed to be chasing.

WHAT'S WHAT

TITLE	Chase HQ
PUBLISHER	Ocean
PRICE	£19.99/£24.99
FORMAT	ST/Amiga
RELEASED	Out Now

Dunc: *Chase HQ* was brilliant in the arcades, but how does it measure up on the ST? Let's take a peek through the monitor-shaped window. Well for a start the graphics aren't that awe-inspiring. The other traffic isn't large and detailed like in the arcade. The roadside graphics aren't that fantastic either and update a tad jerkily. What the ST version has retained, however, is the speed of the proceedings – and therefore the gameplay. And at the end of the day that's what's important. Here's a sample game for you, from level one...

Nancy from Chase Headquarters tells you (in a sampled and rather naff Brooklyn accent) that there's an emergency and you've got to catch crook number one. She then shows you what his car looks like and you're off. Up to 100, into second, a quick glance at the "How far in front is the villain's car-ometer" (a mile to go), a peek at the timer (40 seconds to do it in), and it's foot to the floor. In the distance, there's a fork coming up. Which way? Easy, there's an arrow there to tell you. Oh dear me, it seems to be a bit of a 'short cut' – no tarmac and loads of bushes to crash into. Manage to negotiate it successfully and you'll finally catch up with the crim.

HASSLE FACTOR: 0
Nothing to worry about, just some hammy Brooklyn accents.

The speed and urgency of the chase is retained in this conversion. There's one quibble though (as always) and that's the staging of difficulty. Level one is an absolute doddle, level two is almost as easy – but level three? Actually, don't talk to me about level three. I hate being beaten by a game – especially when I'm driving a car that goes 'whoop-whoop-whoop'...

THE VERDICT

G	GRAPHICS	79
S	SOUND	79
A	ADDICTIVENESS	82
E	EXECUTION	76

• 20 • 40 • 60 • 80 • 100

Conversion of a brilliant car chase coin-op which could have been better. Mind you, it could have been a hell of a lot worse.

79

AMIGA

Paul: *Chase HQ* was inspired by an attempt made by myself on 17th August 1989 to follow Dunc through London in the rush hour. Of course the game is much tamer than the real thing but it still has plenty to offer.

Apparently the same can be said of Nancy from HQ – but then I wouldn't know 'cos I'm not officer material. She also identifies the villains, a wee bit unnecessary when there's a bloomin' great arrow pointing at their motor. You don't really need to be a Sherlock Holmes to deduce that these are the guys to ram.

HASSLE FACTOR: 0
Not completely slick but basically hassle free.

The game is not the business visually – some of the cars on the track seem to be only half drawn. The sensation of speed is transmitted by means of the tried and tested coloured bars routine, which not only looks odd but doesn't always work. At times you appear to be crawling along while the speedo insists you're doing 180 kmh.

Still, looks aren't everything and the game certainly sounds good. The wheel spin was realistic enough to tempt me into loads of completely unneccessary gear changes. Even better was the squeal as I slid along the tunnel wall. Steering is accurate *(So what were you doing on the tunnel wall? Ed.)* but the criminal is no mean driver himself, which is why the 'wheeeee' noise of the Turbo Boost is welcome as the crims weave through the traffic. Unfortunately, since it's assigned to the space bar, you tend to take your eye off the road for a pico second. When you look back, your car is doing a lawn mower impression.

Despite losing some of the look and feel of the arcade version, Chase HQ has kept enough of its addictiveness to set accelerator feet tapping across the land.



▲ **I warned him about using that lead free petrol.**



▲ **Wheee! look at me everyone, I'm about to crash into a giant packet of Cornflakes!**



▲ **Whoops, there goes the No Claims Bonus.**

THE VERDICT

G	GRAPHICS	68
S	SOUND	78
A	ADDICTIVENESS	80
E	EXECUTION	75

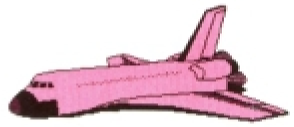
Scale: 20 · 40 · 60 · 80 · 100

A fairly good conversion of a very good Arcade original. Driving and violence in the same game. What more could you ask for?

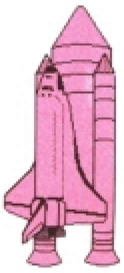
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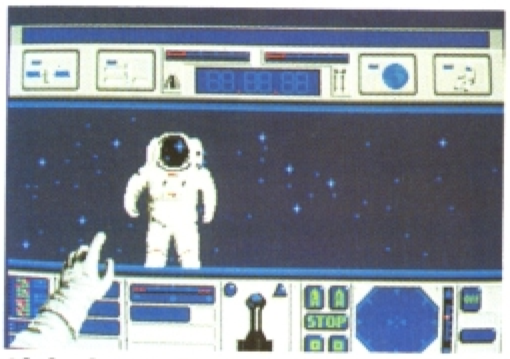
STOP

review



EUROPEAN SPACE SIMULATOR



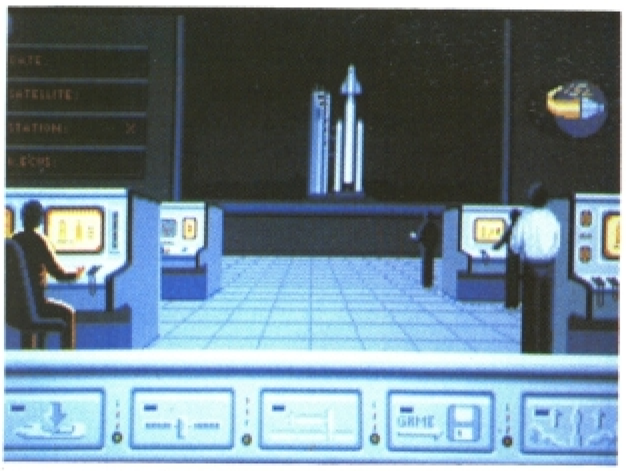


Oh look, an alien! Can I blast him first?

Bored of advertisements asking you to buy shares in The Thirteen Dodgy Industrial Effluent Businesses Of England And Wales? Fancy trying your hand at investing in the European Space Programme? *David McCandless* got so excited at the prospect that he stopped running round the room going 'Wheee! Look at this fabbo Airfix Saturn V model!' to play Tomahawk's *European Space Simulator*...

It's 2010. *(No it isn't. Ed.)* Margaret Thatcher is supreme president of the United States of Europe. Repeats of *Dad's Army* are still being shown on TV. Nothing much has changed except space travel, which is more common than Julie from *EastEnders*.

You are an entrepreneur running a space-based delivery/repair service with your 'Hermes'. Don't be disgusting – it's your reusable space craft! The idea is to be as capitalistic as possible and rake in ideologically



We're in the control room. The tension's building as the shuttle's about to be launched. *(Tension? What tension? Ed.)*

unsound amounts of dosh. Successfully launching satellites gives you a lump sum immediately, plus a monthly revenue for your trouble. Building a station is more difficult but financially more rewarding. And then there's the option of setting up experiments, potentially immoral but – wow! Just look at your bank balance!

***ESS* all comes in several stages, with administration at the top of the list. Selecting satellites, space station parts and crew members comes under this heading. Then it's G-force-crushed-bladder time as the Ariane rocket catapults you into the cosmos.**

If this all sounds a bit boring, you might be interested to know that all space stations come equipped with a laser gun. Yum. Gratuitous blasting methinks. After weeks of cerebral contortions and economic equilibriums I was ready to vapourise anything – friend or foe. In fact, blasting is essential to destroy rogue satellites which tend to plummet earthwards and create continent-sized craters on impact. So let's get blasting.

PC

Macca: Space is seen as a star-studded vector-graphics vista with Hermes, stations and orbiting craft all represented in shaded 3D. The VGA graphics are stunning – 256 colours on-screen are not to be laughed at. But unfortunately, I was restricted to playing the game in CGA mode, so that the screen looked like a close-up of some regurgitated liquorice allsorts most of the time.

Manoeuvering in space proves quite tricky. Only thrusters can move you in any direction and you have to keep gravity completely out of your mind. If you take one step further and go for Extra Vehicular Activity (or EVA as we vets call it), you have to be careful while 'promenading' around in orbit as your suit is quite susceptible to knocks. You can easily cock up your co-ordinates and actually get lost in space! (Tip: handy if you want to be in a 60's sci-fi series.)

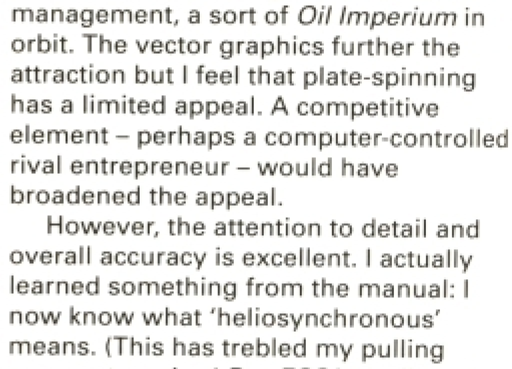
After your foray into orbit, it's back down to Earth for refuelling and topping up on oxygen. The landing process changes the game into a primitive flight simulator and having to land on an aircraft carrier. But the perspective goes a little awry at this point. Your height indicator can read 0 feet while your shuttle wheels are still dangling kilometres above the tarmac.

Actually, maintaining your business is quite like appearing on a rather tacky variety show with a plate-spinning act. Once your satellites are spinning away in orbit, you've got to keep a close eye on each one. If one shows signs of stopping, you have to leap out and set it spinning again. If one falls out of orbit, then you'll lose money and get booed off stage.

HASSLE FACTOR: 2
Poor manual plus the usual disk swapping on PCs without hard disks.

ESS is basically a game of resources management, a sort of *Oil Imperium* in orbit. The vector graphics further the attraction but I feel that plate-spinning has a limited appeal. A competitive element – perhaps a computer-controlled rival entrepreneur – would have broadened the appeal.

However, the attention to detail and overall accuracy is excellent. I actually learned something from the manual: I now know what 'heliosynchronous' means. (This has trebled my pulling power at parties.) But *ESS* is really only for those capitalists who enjoy manipulating their assets...



Choosing what satellite to launch. That nice man said I could have a subscription to all 48 of his dodgy TV channels if I launched his for him...

WHAT'S WHAT

TITLE	European Space Simulator
PUBLISHER	Tomahawk
PRICE	£34.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

GRAPHICS	85	ADDICTIVENESS	73
SOUND	20	EXECUTION	78
OVERALL	73		

P47

What's the world's fattest (and easiest to hit) aeroplane? Is it the Boeing 747 'Jumbo' jet, the Lockheed Galaxy, or the Illushin IL 76 'Corpulent'? No, it's the Republic P47 Thunderbolt, a great big barrel with stumpy little wings fitted on! No wonder WWII pilots (in their devil may care way) called it 'the flying pile of crap', and no wonder Matt Bielby got shot down so often when he was trying out the 'sim'...



The porky plane they call P47 Thunderbolt: 'too fat to live, too round to fly'.

Actually, we lied a bit. It's not a sim at all. In fact, it's very much an arcade game (a conversion of a minor Jaleco coin op, in fact) which causes me a few problems when writing this review. There's just not that much to tell. I mean, I can say you fly along a bit, shooting all the aeroplanes and other things that come at you, I can say you get to bomb tanks, trains, ships and all sorts (once you've picked up the correct weapons from dead aircraft), and I can say it features a few odd historical inaccuracies (like helicopters, jet fighters and unlikely 'firing in all directions' weapons), but that's about all.

So there'll be no wibbling on and on about how it's an accurate representation of the realities of flying WWII combat missions ('cos it's not), no detailed breakdowns of the 340 plus control options ('cos there's only up, down, left, right and fire) and I can't (curses!) write a photo storyboard thingy about how I crashed into a mountain on my first go. Shame, that.



Lumme! These V2s are murder! It'll take some pretty nifty arcade skills to cope with this sort of stuff.

WHAT'S WHAT

TITLE	P47
PUBLISHER	Firebird
PRICE	ST/Amiga £24.99
FORMAT	ST/Amiga/PC
RELEASED	Out now

Matt: After five minutes wobbling the wibble stick, it's clear that *P47* isn't exactly the most original shoot 'em up of the year. But don't get me wrong: it's not hopeless, just a bit, erm... ordinary. The fact that it's actually quite hard is in its favour, tougher even than the reigning champion of horizontal aeroplane scrollers, *Silkworm*. The first level (mountainous northern France, packed with enemy installations and reams of flack) isn't too difficult to get through, but once the rows of V2s start charging up the screen on level two things start to get tricky. There are eight sections (including my favourite, the traditional 'destroy the ship bit by bit' one) which allows a fair amount of blasting action with enough variety to keep you interested.

On the other hand, *P47* suffers from slightly jerky scrolling, tiny sprites (with detailed but fairly unimpressive explosions) and a lack of anything very remarkable in the weapons department. Baddies are thrown at you thick and fast and the attack formations are reasonably well thought out, but it's all very familiar stuff.

This must be one of the last 16-bit products Microprose are due to bring out on the Firebird label and in that sense it's a shame that *P47* isn't a classic. But if flight sims aren't your cup of tea and you're itching to get airborne and take out practically everything that moves, you could do worse. Now where did I leave that Airfix kit...

HASSLE FACTOR: 0
Simple game, only one disk, there shouldn't be any hassle factor at all really. And (phew) there's not.

GRAPHICS	77	ADDICTIVENESS	79	OVERALL 75
SOUND	70	EXECUTION	72	

'INTERESTING' P47 FACT NUMBER 307

The Airfix P47 Thunderbolt kit (in 1/72nd scale) was a lot fatter than other planes of similar length. (Just like the real thing.) So fat in fact that if you took the front bit off *(Cut out the technical jargon. Ed.)* you could stuff a bonfire rocket down the end. You had to cut the tail bit off too so you could pull the blue touchpaper out the end. Then you could sent it zooming into the sky, spluttering and fizzing. Well, perhaps 'zoom' is the wrong word. They normally went about six feet up and melted a bit. (Don't try it at home kids! It's pretty dangerous!)

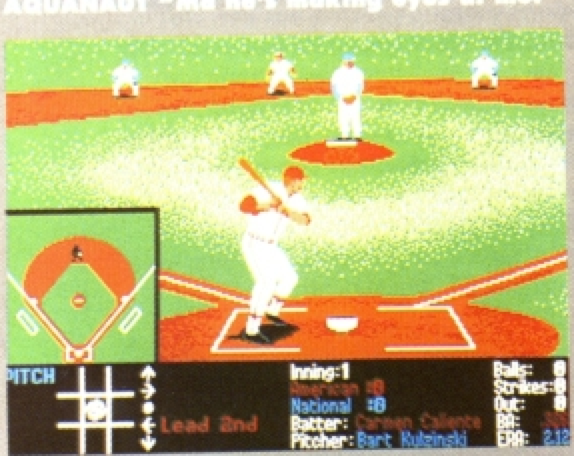
STOP

SHORTS

Since we can only review a limited number of games we've compiled a list of the 'also-rans' this month. Check 'em out!



AQUANAUT "Ma he's making eyes at me."



HARDBALL II It's just not cricket.



TAKE 'EM OUT Is it a bird? Is it a plane?... who cares, let's just blast it anyway.



TIME This furniture is all the rage in Cardiff.

ARMADA Arc
Huge strategy war game, bashing the Spaniards
Format: ST/Amiga/PC/Out now
Price: £29.99

AQUANAUT Prism
Arcade adventure from the creators of *The Crystal*
Format: ST/Late Jan
Price: TBA

BAD COMPANY Logotron
Two player shoot 'em up by Steve Bak
Format: Amiga/Out now
Price: £24.99

BORODINO Arc
More strategy antics from the Arc team
Format: Amiga/PC/Out now
Price: £29.99

BRUCE LEE LIVES The Software Toolworks
Erm... no he doesn't actually. Beat 'em up adventure from America
Format: PC/Out now
Price: £24.99

DEATHTRACK Activision
Driving game with a fair chunk of shooting for good measure
Format: PC/Out now
Price: £29.99

DIE HARD Activision
Arcade adventure of the Baldy Willis movie
Format: PC/Out now
Price: £24.99

ENTERPRISE Arc
Space trading game with all the usual features
Format: ST/Out now
Price: £19.99

HARDBALL II Accolade
Sequel to *Hardball* – possibly the best baseball game ever
Format: PC/Out now
Price: £24.99

GAZZA'S SUPER SOCCER Empire
Arcade football game, you won't be surprised to hear
Format: Amiga/Out now
Price: £24.99

GRAVE YARDAGE Activision
Bizarre american football style game
Format: PC/Out now
Price: £24.99

KENNY DALGLISH SOCCER Impress
Quality wise, a 16-bit equivalent of US Gold's 1986 *World Cup Carnival*
Format: Amiga/Out now
Price: £19.99

LEISURE SUIT LARRY 3 Sierra
Lecherous Larry returns for more safe sex adventures
Format: PC/Out now
Price: £44.99

MECH WARRIORS Activision
Sequel to the well received *Battletech*
Format: PC/Out now
Price: £29.99

THE MUSCLE CARS Accolade
Expansion Disk for the ever popular *Test Drive*
Format: PC/Out now
Price: £11.99

NEVER MIND Psygnosis
Puzzle/strategy game from the graphic masters
Format: Amiga/Out now
Price: £24.99

PRINCE Arc
More war-gaming fun from the relaunced Atari peeps
Format: ST/Amiga/PC/Out now
Price: £24.99

PURSUIT TO EARTH Exocet
Dire shoot 'em up with lousy graphics and lousy sound
Format: ST/Amiga/Out now
Price: £24.99

SAMURAI Microprose
Huge arcade adventure/strategy game
Format: PC/Out now
Price: £29.95

SEVEN GATES OF JAMBALA Thallion
Beat 'em up with nobs on from Thallion
Format: ST/Amiga/Out now
Price: ST £19.99/Amiga £24.99

SOLDIER 2000 Artronic
A shoot 'em up with a chunk of strategy thrown in
Format: ST/Out now
Price: £19.99

SPACE ROGUE Origin
Massive arcade adventure with vector graphics from the US
Format: PC/Out now
Price: £29.99

STAR BREAKER Arc
Unusual shoot 'em up from the Atari chappies
Format: ST/Amiga/PC/Out now
Price: £19.99

TAKE 'EM OUT Artronic
Operation Wolf/Prohibition style game
Format: Amiga/Out now
Price: £19.99

TIME Empire
Profoundly large adventure/arcade adventure with animated graphics
Format: Amiga/Out now
Price: £29.99

TONGUE OF THE FATMAN Activision
Bizarre eat 'em up from Activision US
Format: PC/Out now
Price: £29.99

STOP



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CRYSTAL TIPS*

*AND ALISTAIR

Are you sitting comfortably? Then we'll begin. Once upon a time there was a terribly nice young frog called *David McCandless.* One day he plugged in his computer and turned into a handsome prince. Actually, We're lying: he wrote a load of, erm... tips.

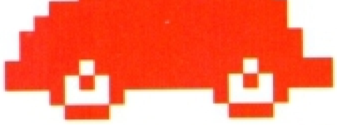




Eric wasn't very good at computer games and so had to make his own entertainment...

TEETHING TRU

Duncan MacDonald has everything it takes to be a Stunt Car Racer: the looks, the driving skill, the bank balance... or so he tells us. For all you weedy Tonka-toy drivers out there, here is the definitive guide to winning the races and pulling the... erm, winning the races.



STUNT CAR RACER

What a weird game to write tips for. I mean, it's all quite simple – go as fast as you can, but not so fast that you crash. Mind you, judging by the amount of mail the game has generated, some of you don't find these things very easy: so read on (you shandy drinkers, you).

1) Make sure your joystick's the right one for the job. A model with slightly 'fuzzy' top diagonal response just won't do. I find the large solid-shaft stickered feet jobs to be best.

2) You can use practice mode to your heart's content, but at the end of the day you're going to be up against a car that zooms around the track without making any mistakes. So, basically, get into the league option as soon as possible – no

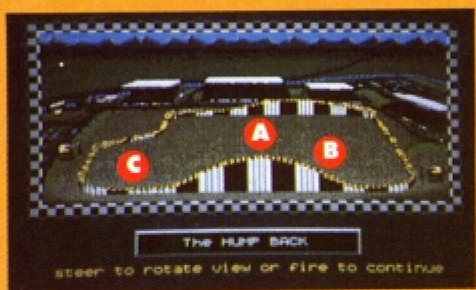
WATCH YOUR SPEED...

Certain sections of each track must be taken at the right speed: not too fast and not too slow. Here's a quick guide (assuming you're 'going for it', and not following the computer car).



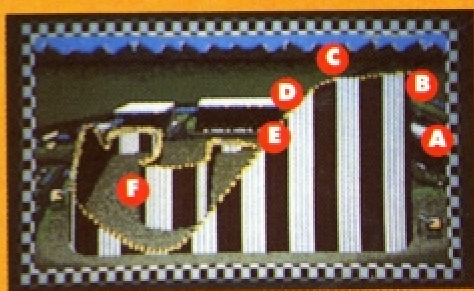
▲ THE LITTLE RAMP

Stick as close as you can to 140 mph for the actual ramp itself (A). Anything under and you won't make it, anything over and you'll waste a lot of time in the air. The rest of the track (B) can be taken at full speed.



▲ THE HUMPBACK

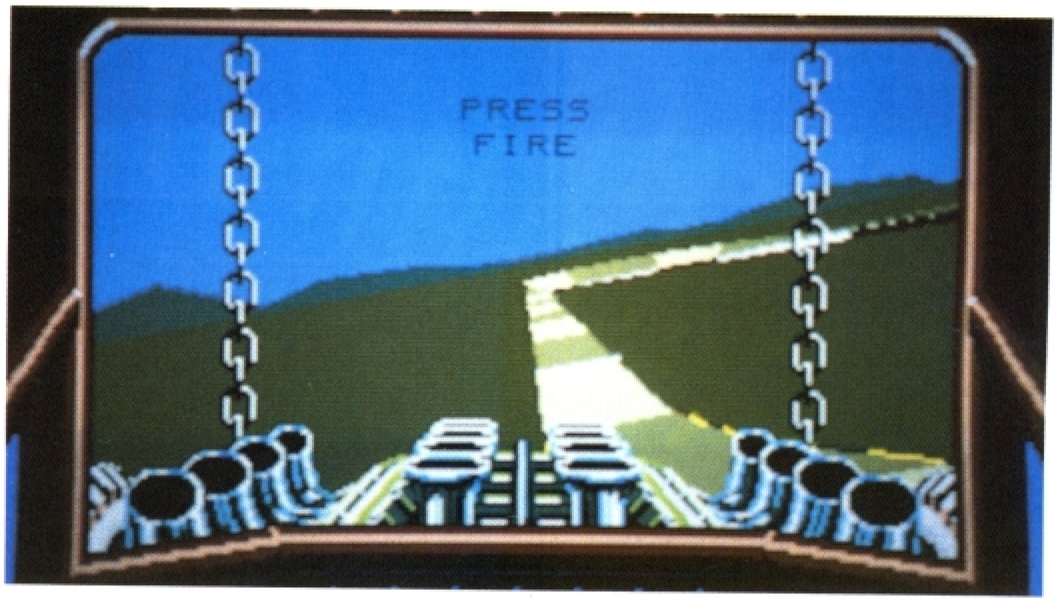
It's tempting to go hacking into this little hillock (A) with the turbo on full power. Don't. You'll waste a lot of time in the air on the other side (B). About 130 mph should see you hugging the road on the way up. As soon as you're over the crest you can open up. The rest of the track (C) can be taken at full speed.



▲ THE ROLLER COASTER

On this course it's only the first section that should give you any trouble. Go flat out from the start line (A), but brake before the top of the hill (B). About 120 mph would be a good idea here. Accelerate around the corner (C) but brake sharply again before the drop (D) down to about 100 mph. As soon as you've made contact with the track on the massive 'downie' bit (E), grab the fire button. Now go flat out around the rest of the course (F).

RUBLES



place better to practice than the actual battlefield itself, eh?

3) While learning a track in league mode use the computer car as a pace vehicle. Don't get too close to it though: about four car lengths behind should do. As you get better acquainted with things, learn to 'pip him to the post'.

4) Don't drive with your eyes closed. If you do, you're bound to crash (especially on the Rollercoaster).

5) It's best to climb up through the divisions with no damage to the car (i.e. no holes in the roll bar), because by the time you reach division one you'll find the action so frantic and bumpy that the old hairline crack really does snake across. It's possible to complete division one with three holes, but any more than that and you're pushing it a bit.

6) The best way to avoid getting holes is to forget about brilliant race times. Use the opponent's car as a pacer for the first two laps, and then overtake it the very first chance you get on the third.

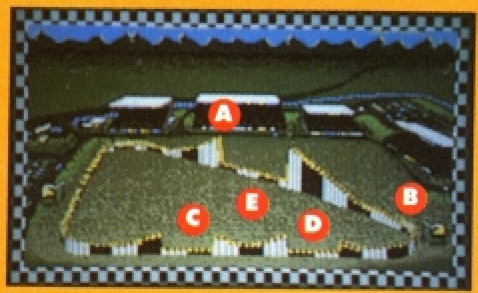
7) Obviously it's best to overtake on the straight sections wherever possible, but overtaking on corners is sometimes necessary (especially near the end of a race when you've cocked up and are still behind). Just make sure you don't make contact with the computer car when doing it – not only do you sustain damage, but sometimes you actually get shoved off the side of the track.

8) Don't forget to save the game every time you get promoted a division. Totally obvious, I know, but some of you haven't the sense you were born with.

9) Don't spend ages in the air. This is like skiing, in that you can actually go faster if you're in contact with the ground (as long as you have the turbo on, that is).

10) Speaking of which, don't waste your turbo by leaving it on while airborne. As soon as you hit a bump and take off, take your finger off the fire button. As soon as you land, stick it back on again.

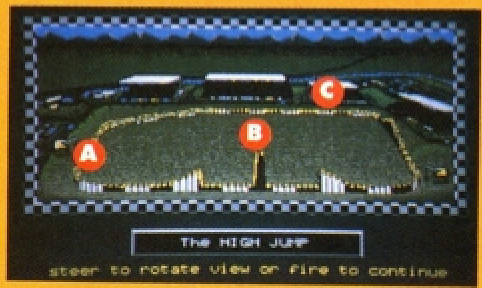
11) Don't steer left or right when taking a jump. Even the tiniest tap on the joystick at this oh-so crucial moment will send you hurtling down into the very depths of hell. Well, you'll crash, anyway.



▲ THE BIG RAMP
Go for 200mph to clear the big one (A), which means you have to be on full throttle throughout the bend leading up to it (B). The other two ramps (C and D) can be taken at 170 mph: be careful though, if you muck the first one up you haven't got much time (E) to correct before the second.



▲ THE DRAWBRIDGE
For the first bit of the first lap (A) it really is best to stick behind the computer car. He'll slow down when he approaches the moving drawbridge (B), waiting for it to be in optimum position (i.e. quite low). It's here that, if you get your timing right, you can 'have him'. Zip past him and over the gap (C), but not too quickly – about 120 mph should be enough. Once you've got a lead, you really should try to build on it: don't forget, you've got to slow down a further two more times for the drawbridge – and this is where the opponent can snatch first position back from you.

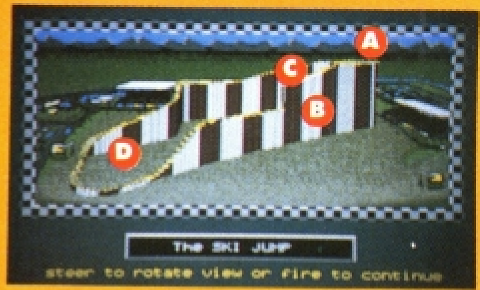


▲ THE HIGH JUMP
Really give it some welly away from the start line (A) – you need to be doing between 200 and 210 mph to clear the pillar (B). The rest of the course is a full-speed jobbie, except for the straight section before the final bend (C): it's got a vicious camber on it. Slow down for it, if at all possible, to about 120 mph, and make sure you understeer into it.

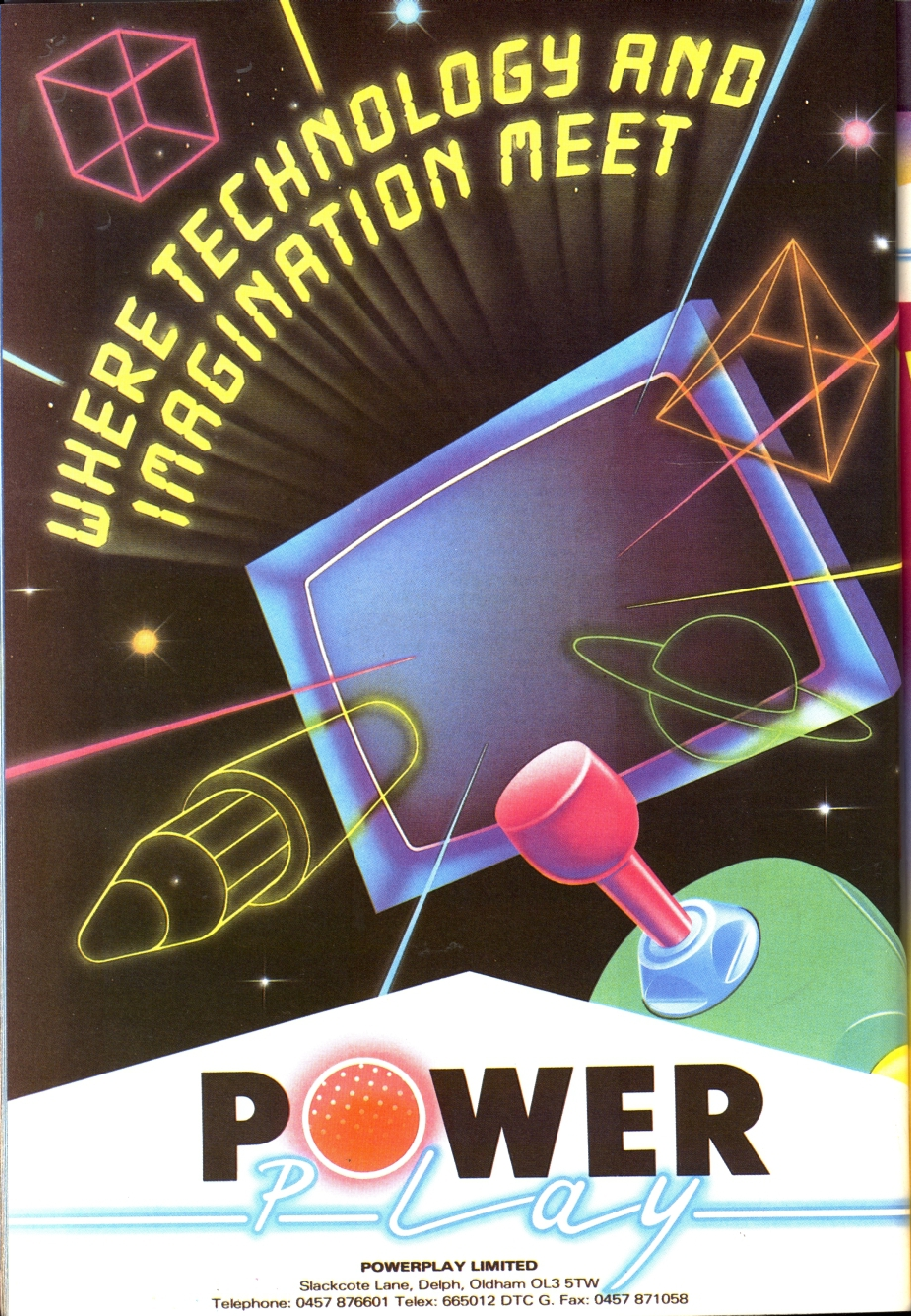




▲ THE STEPPING STONES
What little beasties these can be – if you take them too fast that is. Stick to 140 for the first one (A), and each time you land (B, C and D) give the turbo a quick two second jab. That should do the trick. Take the rest of the track (E) at full speed.



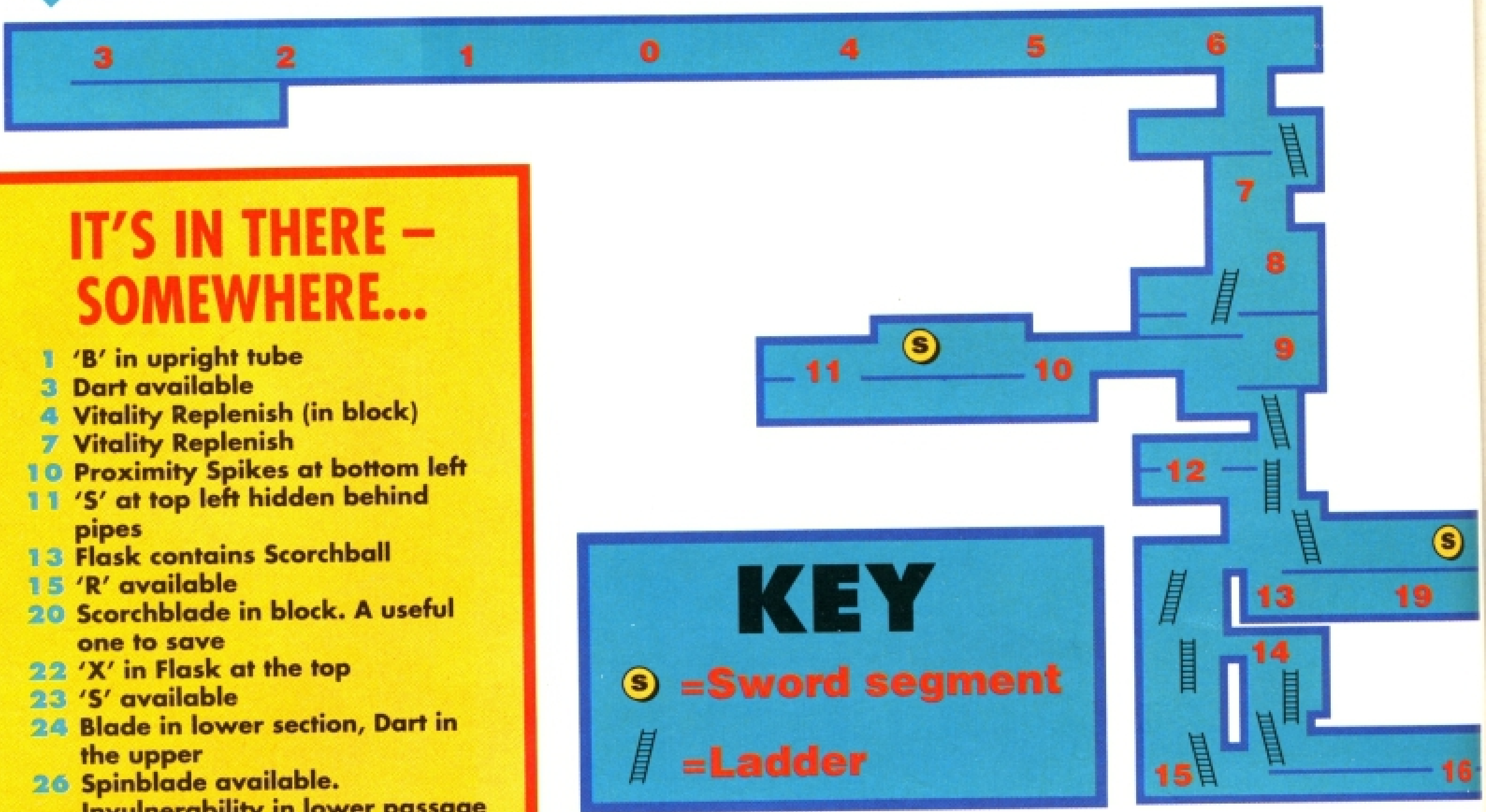
▲ THE SKI JUMP
Once you've made it to the highest point (A), make sure you don't go onto the jump approach ramp (B) at too high a speed and take the jump (C) at just over 200 mph. So, brake before the final approach (B again), to make sure you're hugging the ground, and then give it everything you've got. The rest of the track (D) can be taken at full speed.


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ZERO MAP
SWITCHBLADE



IT'S IN THERE – SOMEWHERE...

1 'B' in upright tube
3 Dart available
4 Vitality Replenish (in block)
7 Vitality Replenish
10 Proximity Spikes at bottom left
11 'S' at top left hidden behind pipes
13 Flask contains Scorchball
15 'R' available
20 Scorchblade in block. A useful one to save
22 'X' in Flask at the top
23 'S' available
24 Blade in lower section, Dart in the upper
26 Spinblade available. Invulnerability in lower passage
28 Bonus Orbs on the left. 'N' on the right
31 Vitality Replenish in lower section. Blade in upper section
32 Bonuses hidden behind tubes. Bladeballs on upper section
35 Don't rush into this screen 'cos of the Bladeballs. Right hand upper chamber has goodies – a Blade would come in handy...
36 Don't shoot out the block unless you want a Fist
37 Proximity Spikes in lower right section. Flask on the right contains a 'B'
38 Bonus Orbs fall down shaft on the right. Bladeballs must be jumped. Flask at the top is Scorchball
39 'E' in here. Block contains Spinblade
41 Block hides Vitality Replenish
42 The first Scorpoids...
44 Spinblade available
45 Dart available
47 Bladeball alert!
48 Bonus Orbs in lower right section
50 Flask contains Scorchball
51 Vitality Replenish available
53 Top left Flask contains a 'U', top right Vitality Replenish
54 Flask contains Spinblade
55 Proximity Spikes on lower level. Flask contains Spinblade
56 'O' at top right
57 Watch out for Bladeballs
59 'A' at top left

SHIELD CHIC

What the clothes-concious Switchblader will be wearing this season, courtesy of Giorgio Armani. Weapon shields on the right and, erm, the other bits on the left.


▲ POWER-UP
Puts hairs on yer chest


▲ POWER-UP RESET
... and then takes a lawn-mower to it


▲ SPEED-UP
Gadzooks! Fast or what!


▲ SPEED-UP RESET
Takes the 's' out of speed

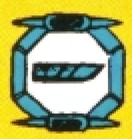

▲ BULLET
Just what the cyber weapon ordered


▲ INVULNERABILITY
Well useful, but it only lasts 16 seconds


▲ VITALITY REPLENISH
Almost as good as Kendal Mint Cake


▲ FIREBLADE FRAGMENT
Has anybody seen the Brasso?


▲ DART
Strictly for shandy drinkers only


▲ BLADE
Gurkha machete meets Uzi


▲ SPINBLADE
Frisbee citee!


▲ SCORCHBALL
End of level nasties don't like it; but your grandma might


▲ FIST
Take this and you're a real nerd

They don't call Tim *'Bladeknight'* for nowt. *(Do they? Ed.)* ZERO productions proudly present a thriller entitled Welcome to the Thraxx Underground...

Hey, wow. This game, man, it's like erm, seriously like *big*, man, you dig?
Because the screens contain so much detail and space is limited, the map is a guide rather than an exact copy. Ladders are shown, but none of the platforms that link them. So what looks like a blank area is probably full of whotsits to clamber over. OK, I'm sorry, but you understand my problem. Wife, three kids, mortga... *(Just get on with it. Ed.)*

GENERAL TIPS

▶▶When you're standing on stone blocks or other bits of scenery, certain nasties below can't get you – but you can kick them...

▶▶Kick Power Up shields to turn them into Power Up Reset shields; similarly with Speed Up shields.

▶▶Once you reach an end of level nasty for the first time, work out the best route to reach it in your next game, taking into account when you need to pick up the various shields. Some cyber weapons are best collected later in the game.

▶▶If you're a complete shandy drinker, you may not have realised that some blocks can be kicked and punched out to reveal shields or bonuses. Also, scenery may conceal flasks and bonuses. Go back and check out the blind spots after you've dispensed with the enemy – remember, there's no time limit so you're not in a hurry.

▶▶Spikelice must be kicked before they get too close. Reptilons can hurt you when you're standing higher than them on certain bits of scenery, but stone is always safe.

▶▶You can leap wider chasms than you might think. Wibble on...





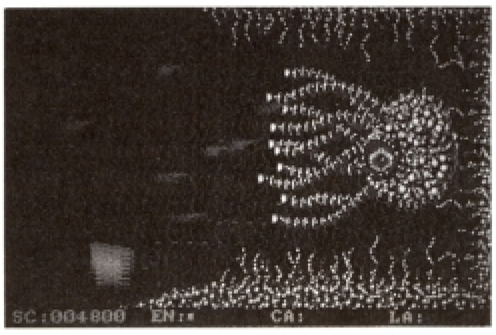
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THE CAPED CRUSADER
BATMAN – The characters and backgrounds are striking – each are superlative – features a soundtrack in glorious remixed stereo" The One
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GUTLESS GULLY

This issue, all the stuff on *Batman, Shinobi* and *Beach Volley*. Oh and I've received some playing tips from a PC owner. Oh dear. You know what they say about IBM compatters (as they're nick-named). If you look up 'PC Owner' in the dictionary, you'll probably find that's it's a synonym for 'Low Alcohol Beer' (such is the reputation of these people). But D Hodgkinson doesn't seem to be one of those I'll-have-a-Kaliber-tops-and-could-you-please-put-a-little-slice-of-lemon-in-it-please gamesplayers – he's sent some tips for the recently PC-released Psygnosis hit, *Menace*.

PC MENACE

To circumnavigate the green blob in the Tropics of Mace simply catch extra speed and keep on moving diagonally around the screen until the green head is revealed. Then quickly zip in front of it and blast it straight into the weeds. Don't even attempt to shoot down the dragon on the first level as it uses up valuable weapons. The same goes for the orange missile-firing thing in the Tropics of Mace. They probably can be destroyed, but it's really not worth the hassle. Extra speed and some lasers are handy to destroy the end-of-level mutha in where else but the... Tropics of Flipping Mace.



PC DARKSIDE

Mr Hodgkinson also delivered some hints on the subject of the PC version of *Darkside*, Incentive's rather revolutionary release, along with his hi-score "for me to laugh at". And how I giggled. I was rolling in the aisles, splitting my sides, and even belly-laughed all over the settee. His score is 2,063,100 with an ECD of 4%. Hah-hah-hah (adlib hysteria to fade).

SIRIUS SECTOR: Shoot the bar above the block continuously until it rotates by itself and disappears. This lets you get into the door. Use your jet-pack to go up the inside of the shaft and run into the crystal. Run into the pentagons on the walls at both ends of the corridor. There is also a door on the roof of the store.

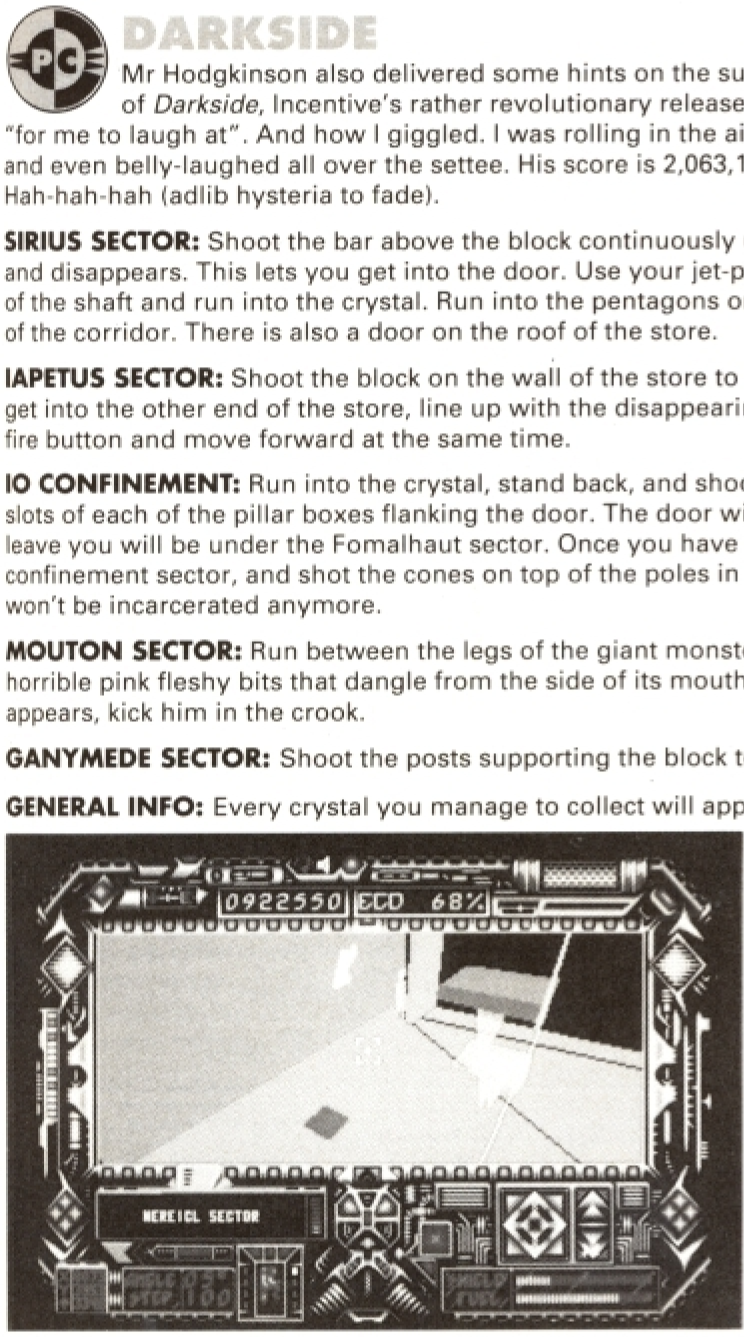
IAPETUS SECTOR: Shoot the block on the wall of the store to reveal an entrance. To get into the other end of the store, line up with the disappearing door, hold down the fire button and move forward at the same time.

IO CONFINEMENT: Run into the crystal, stand back, and shoot five shots into the slots of each of the pillar boxes flanking the door. The door will open. When you leave you will be under the Fomalhaut sector. Once you have been in the IO confinement sector, and shot the cones on top of the poles in Umbriel sector – you won't be incarcerated anymore.

MOUTON SECTOR: Run between the legs of the giant monster sheep and shoot the horrible pink fleshy bits that dangle from the side of its mouth. When the shepherd appears, kick him in the crook.

GANYMEDE SECTOR: Shoot the posts supporting the block to squash the tank.

GENERAL INFO: Every crystal you manage to collect will appear in the Crux telepod in the Psyche sector. Each time you collect one, go into the telepod, and shoot at it. This will teleport you behind the force field in Thethys, Psyche, Pollux or Nereicl (*Pardon? Ed*). You will then have to fly into the letter on the wall. The letter will appear in Psyche above a pair of doors. Collect all four of them and the doors will open!



AMIGA SHINOBI

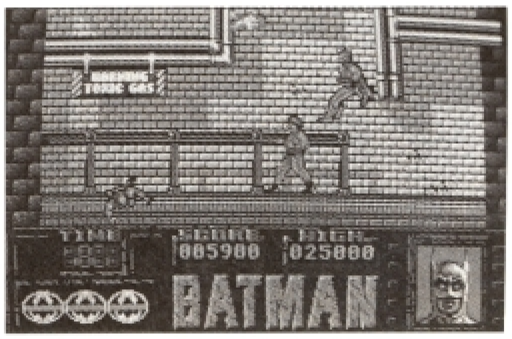
The elusive **Enigma** of Bristol has information that may be of interest to all you Ninja Whingers out there. Do the following for the following effects (I hope you're following this):.

ON THE TITLE SCREEN: press 'T' to take control of the Japanese logo with the mouse (left mouse button will exit).

DURING THE GAME: Pause game (with F10) then press 'Q' for music mode; Pause game and then press 'C' for CD-ROM mode; (*On the Amiga? Cripes. Ed.*) Pause game and then type 'LARSViii" for unlimited credits; Pause game and hold down the left mouse button and type 'LARSViii' to enter colour mode (numeric keypad changes colours).

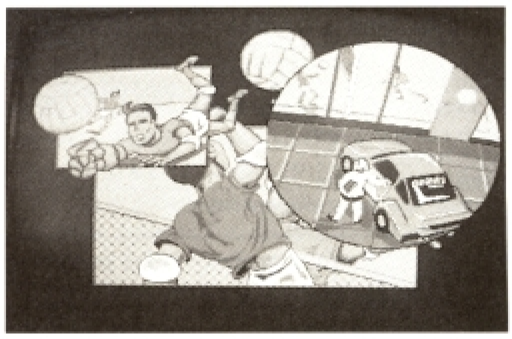
ON MISSION TWO, LEVEL TWO: Collect four of the five hostages and go to the far top right of the level (past the exit) and jump – a hidden message will appear (spook).

ON ANY LEVEL: Jumping over any hostage six times without picking him up will invert the screen. Far out!



AMIGA BATMAN THE MOVIE

On the title screen merely type "JAMMMM" for infinite lives. Insults to shandy-twins, **David Foskett** and **Matthew McGrath for that one.**



AMIGA BEACH VOLLEY

While playing this game type in "DADDYBRACEY". Now when you want to skip a level press the F1 key. If you want to keep skipping levels you have to really exert yourselves and retype the cheat code.

Yet more approbrium must be poured onto the cowardly couple, **David Blooming Foskett** and, **Matthew Flippin' McGrath**.

IMPROVE YOUR HEX LIFE!

Well, hack our haddocks if it isn't *Jon North* himself armed with a Woolie's carrier bag filled to the brim with POKEs.

We wish you a Merry Christmas, we wish you a Merry Christmas, we wish you a Merry Christmas and a Happy New Year! Sorry it's a wee bit belated but better late than never, eh ? To celebrate, I've got a bit of a corker lined up for you this month. Cheats on *Dogs Of War, Forgotten Worlds* and a couple of others too! Plus a hack for... well you'll just have to wait and see. But first of all it's...

COCKUP CORNER

We had a couple of nightmares with issue two so here's the way things should have been.

PAPERBOY

Line 20 should read:20 C=0: FOR F=521472 TO 521619 STEP 2
Line 50 should read:50 IF C<>558730 THEN END
Line 60 should read:60 C=521546: CALL C

FRIGHT NIGHT

Lines 40-60 should read:

```
40 C=C+VAL("&H"+A$): NEXT F
50 IF C<>528590 THEN END
60 C=768: CALL C
```

Meanwhile, back at the ranch...

BARBARIAN II (Amiga)

I don't know how many members of Freestyle UK have yet to grace these hallowed pages, but what I do know is that **Parallax** is one of them. Does he write awesome mega-fast 3D scrolly routines or summat? The answer may never be found out, but what he does write is infy lives hacks for games called *Barbarian II*. Take it away, Parallax.

```
10 REM Barbarian II by Parallax
20 TOT=0: FOR F=262242 TO 262402 STEP 2
30 READ A$:DTA=VAL("&H"+A$): POKEW F,DTA
40 TOT=TOT+DTA: NEXT F
50 IF TOT<>550905 THEN END
60 C=262242: CALL C
70 DATA4DF8, E0,2CFC,33FC,4E71, 2CFC,2,EF9A,2CFC,4EF8,400,2C78,4,2D7C
80 DATA4,DA,226,4EAE,FD9C,2D40, 22A,2C56,2C56, 2C56,2C56, 2C56,2C56,47FA
90 DATA62,220B,4EAE,FF6A,E588, 2040,217C,43F8,400, 16C,217C,7070,E348,170
100 DATA 303C,2C0,26D8, 51C8, FFFC, 21FC,FC,D2,20,46FC, 2700,2C78,4,2D7C,4
110 DATA 100, FE3A, 4E75, 4, E2, 0, 0, 4AFC,4,E2, 4,FC,121,F6,0, 0,0,0,4,CC,4446
120 DATA 303A, 5255, 4E00, 2843,2920,5041, 5241,4C4C, 4158, 2038, 3900
```

GET 'DEBRIEFED'

BINKY BERKMAN

Pranged your kite? Got a wizard tip? 'Binky' Berkmann is back from behind enemy lines, so wax up your handlebar moustache and prepare to get debriefed.

Well this Is a bit of a rum do and no mistake. Having confounded the Bosche and ridden all the way back to dear old Blighty on my BMW, I got to the Officers' mess to find not a sausage in the way of tips waiting for me. Damn bad show. What are you blighters in civvie street doing while we happy few are keeping the skies free of Jerry? Luckily the chaps in the mess were able to throw a couple of hints my way. 'Tiger' Moth, still scarred from his run in with a squadron of 109's in his last op, had a goody for *Weird Dreams*. When in the main room press the Help key in the Morse Code for SOS and you'll get infinite lives. Clever chap Mothy. Pity he couldn't remember what the code for SOS is. Good old Ginger, loyal as ever, also suggested taking the ball down the wing then cutting into the 25 yard box as a fairly sure way of scoring in jolly old *Fighting Soccer*.

A squadron of Heinkels has just been sighted over the Kent coast so the chaps and I are off to give Jerry a damn good pasting. By the time we get back we expect you to have done your bit for the war effort so send your tips or probs to **Wing Commander Marcus 'Binky' Berkmann, 14 Rathbone Place, London W1P 1DE**



IDIOT'S GUIDE

Are you an idiot? Are you in need of a guide? Answer yes to both questions and you've found the right bit...

AMIGA: Slap in the Workbench disk, then the Extras disk once it's loaded. Click on the Amiga basic icon, type in the listing (save it if you want), then RUN it with the original game disk in the drive. If you get requesters saying that your disk is knackered, don't worry. It's just the protection system on the disk making it a non-AmigaDOS disk. Just cancel the requesters. ST & PC: There's no POKEs this month (start sending them in) so there's no instructions to print.

FORGOTTEN WORLDS (Amiga)

If you want infinite lives you will still have to type in the listing from issue number one, but to play the game without, erm, playing the game, (if you see what I mean) type ARC on the title screen, then N to go to the next stage.

DOGS OF WAR

Type TIMBO then press F5 at the start of the game for immortality.

FIRST CONTACT (ST)

Mothy here chaps, from MicroProse. A tip for Rainbird's *First Contact*. The important thing to remember is that the aliens' intelligence is quite high, so if you blast everything that moves, you just create more trouble. So, avoid contact with the nasties, use plenty of thought and trap them in rooms that you can lock.

SWITCHBLADE (ST & Amiga)

Type in POOKY as your name on the high score table, hold down 1,2,3,4 or 5 and keep it pressed. Click on END to exit table and press fire to get through the opening scene-setting screens. The different numbers give five different entry points into the game.

Well I'm off now so either type in what you see before you, or buy an ST and a PC and send loads of hacks for those two machines as well. It may be worth your while! Or possibly not ... but anyway, send your stuff to Jon North, IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. Get going!

STOP

DÉJÀ VU

Déjà Vu? Bet it's all French to you, eh? Well, um... er... it is to us too but it's actually the section where we take a look at spanking new formats of old(ish) games already reviewed in past issues of ZERO. So here's this month's selection...

HARD DRIVIN'

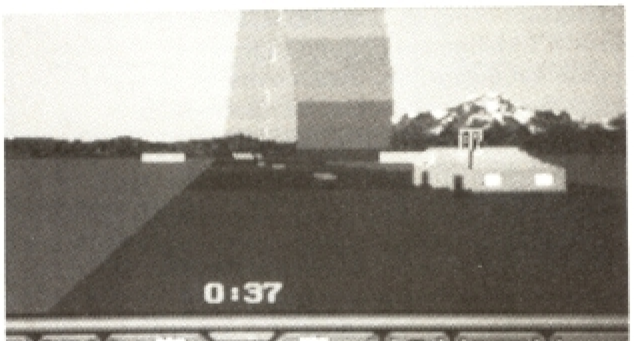
Domark/£19.99/Out now
(ST Version Reviewed in ZERO 3)

AMIGA

Paul: This has to of been one of the most long awaited arcade conversions since Brighton Pier. Has it lived up to expectations? Well it's hard to say really, 'cos Tim's been playing it all afternoon and I've not had a look in.

No, seriously folks, this is one of the most faithful conversions I've yet seen. The graphics look like a straight port from the arcade version, though they're a bit on the slow side. Sound affects are akin to Silverstone without Murry Walker. *(That's a merciful release at least. Ed.)*

In place of the arcade's responsive steering wheel, the 16-bit version has a



hyper-sensitive mouse; over-steering is as big a problem in Hard Drivin' as in your first driving lesson. Well, my first driving lesson anyway. *(What do you expect if you try a loop the loop on a provisional licence? Ed.)*

This is a great driving game with the Phantom Photon giving it an extra twist. However, as Dunc said last month, once you've done it – you've done it.

GRAPHICS 84 ADDICTIVENESS 80 SOUND 86 EXECUTION 88 OVERALL 86

BARBARIAN II

Palace/£29.99/Early January

PC

Paul: Having finished *Barbarian I* lying in a pile of my own icons, I made sure no one else was in the office when I slipped on my leopard skin loin cloth to try my luck with number two.

Barbarian II is a medieval quest come beat 'em up. Choose your character from a Sonny look alike caveman or a Cher in a brass bra *(Lordy! Ed.)*, then set off across four levels in search of Drax's Inner Sanctum. By the time you get to there, you'll have battled against a range of nasties whose idea of a friendly greeting is to bite your head off.



The use of flip screen graphics spoils the combat somewhat. Fighting at the edge means fighting something you can't see, a mite tricky I'm sure you'll have to agree.

Despite fairly detailed graphics *Barbarian II* is pretty standard beat 'em up fare which doesn't quite sustain your interest for the duration.

GRAPHICS 75 ADDICTIVENESS 72 SOUND 60 EXECUTION 70 OVERALL 70

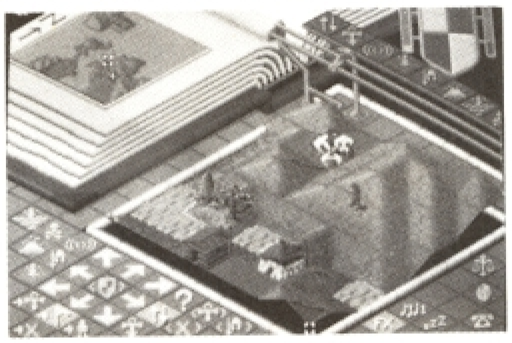
POPULOUS

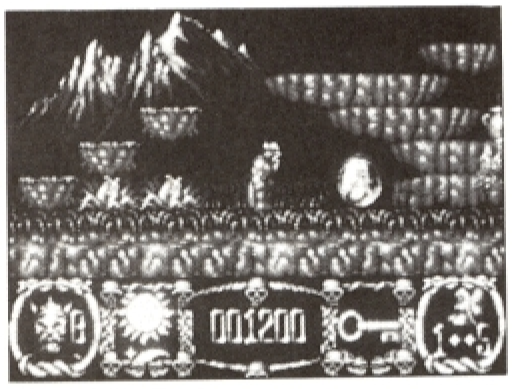
Electronic Arts/£24.99/Out now

PC

Paul: Games don't come much better than this one. Or if they do, no one round here ever lets me play them. Brilliant imagination, playability and graphics mean *Populous* can take on any other game and build castles all over it – which is pretty useful really, 'cos that's what it's all about.

***Populous* is not a million miles removed from that old family favourite Risk. To gain strength you need to provide land for your supporters to build on. Creating or destroying land or buildings is slick and dramatic. Meanwhile, the**





STORMLORD

Hewson/£19.99/Out now
(Amiga Version Reviewed in ZERO 2)

ST

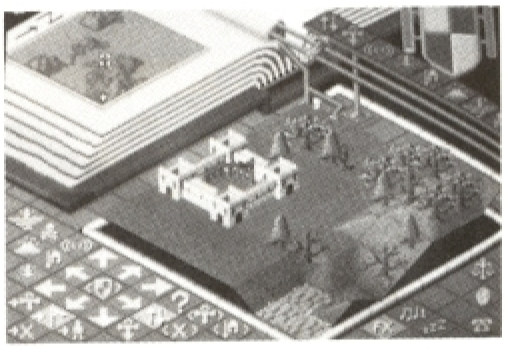
Paul: A game that has you shooting hearts at fairies and catching their tears doesn't sound the sort of thing that's going to be a big hit in the Gorbbles. *(Pardon? Ed.)* However, despite its 'slightly' cutesy theme this is a game for knights, not nappy-clad wonderboys.

Stormlord is an arcade adventure which requires guts and guile to release fairies and destroy an old witch called Badh. In fact it takes so much guile that I used up most of my 10 lives trying to release the first fairy. Well, the game does take some getting in to, but this makes it addictive rather than frustrating (though it can be that as well).

Graphically it has a dark, grim feel. It's also a bit weird; long distance travel comes courtesy of trampolines which launch you through parallactic space to your destination.

An intruiging, imaginative adventure.

GRAPHICS 80 ADDICTIVENESS 78 SOUND 68 EXECUTION 82 OVERALL 84



computer is doing its own Robert Macalpine Jnr impression. War is inevitable but not with sticks or stones. Earthquakes and floods are key components of your armoury.

One word of warning: playing *Populous* is a bit like stopping a herd of charging elephants – it's best done with a mouse.

Although fairly complex to learn – the list of keyboard controls alone runs to three pages – *Populous* is well worth the initial effort. Like it? I want to marry it. *(Sorry to disappoint you but it's only legal in California, I'm afraid. Ed.)*

GRAPHICS 92 ADDICTIVENESS 85 SOUND 60 EXECUTION 88 OVERALL 87

STOP

SPEND AND DELIVER!

A selection from the wardrobe of Dick 'ZERO HERO' Turpin.









16 BITS OF FAB GEAR*

***erm... well 4 bits actually.**

It's a hard life being a working highwayman. Up at midday sharp, down the Slug and Lettuce for a quick wettie or seven and out onto the dark forest tracks for a bit of robbery in the shrubbery. I mean, somebody's got to do it, haven't they?

What really helps take the pain out of an exhausting afternoon of assault and battery is my trusty ZERO swag bag. It's just right for those awkward tiaras and heavy gold coins. I dunno, what with my back and all, I must be bonkers. And have you seen the latest government pension scheme for highwaymen? I should've gone freelance while I had the chance. *(Stop whingeing and get on with it. Ed.)*

Oh, yes, erm, what next? Ah, the ZERO watch. Couldn't live without it. How else would I know when the pub opened? And there's nothing better to wear of an evening than a ZERO T-shirt. It gets pretty sweaty under that bloomin' cape, I can tell you. I've got two of 'em – one for each day of the week. *(Eh? Ed.)*

SOFT WEAR

1 Less painful than tatooing the famous design on your chest. You can bung it in a washing machine too. The shirt not your chest, dummy.

2 Tie-dye it with sulphuric acid and hey presto! Your own ZERO string vest.

HARD WEAR

3 Handy for keeping, erm, loads of stuff in. Designed by Q from *James Bond* with modern underwear in mind.

4 You'll never miss an episode of *Neighbours* again with this little timepiece strapped round your wrist. Tells the time in over four hundred different languages.

ZERO MAIL ORDER

● **Please rush me the following by Royal Mail highwayman:**

❑ ZERO HERO T-shirt £5.99
(❑ Small ❑ Medium ❑ Large ❑ X-Large)
❑ ZERO T-shirt £6.99
(❑ Small ❑ Medium ❑ Large ❑ X-Large)
❑ ZERO watch £12.95
❑ ZERO swag bag £8.95

● **I enclose a postal order/cheque for £............... made payable to Dennis Oneshots Ltd.**

● **Please charge my ❑ Access ❑ Visa ❑ Am Ex ❑ Diners Club**
Card number...

NAME ______________________

ADDRESS ______________________

____

______________ **POSTCODE** __________

SIGNATURE ______________________

TEL NO ______________________

Send the completed form to: **ZERO Mail Order, PO Box 320, London N21 2NB.** Postage and Packing is included but overseas readers must include £2 to cover shipping.



CYBERBALL
TM
October 2006 Paul "Bubba" Kwinn banned for bionic violation
September 2008 Random bionic testing enforced
October 2008 Bionically repaired players take legal action
November 2015 League office disbanded, first completely cybernetic player fielded. Model ST32 gains 382 yards rushing in its first game, but loses an arm in the process.
January 2022 The last human to play the game, Dave "Rocket" Ralston decapitated by a face-masking violation
Programmed by: Quixel
© 1989 TENGEN INC. All Rights Reserved. TM Tengen Inc. Licensed by Domark Ltd.
Atari ST Screenshots
TENGEN
The Name in Coin-Op Conversions.
DOMARK
Published by DOMARK LTD, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224
Available on: IBM PC, Atari ST, Amiga, Commodore 64 Cassette & Disk, Amstrad Cassette & Disk, Spectrum + 3, Spectrum 48/128

CHIP SHOP BOYS



Good morning campers! Time to remove the Editor's toupé and replace it with my Music hat. (fx: glue coming unstuck, rustle as felt fedora slips onto shiny pate.*) This month, *Steve 'Jace' Phillips* delves further into MIDI and looks at who's been using what gear and why over the past decade...

S'Express' Mark Moore looking... erm... like Mark Moore!



BACK TO THE FUTURE

"Wheeee! Look at this mum!"
"Yes dear..."
"No, look. Isn't this game fab?"
Cut to dingy screenshot that looks like a polar bear with no legs swimming through an oil slick. The ZX81 – what a machine.

The micro has come on a long way since those dubious days of steam-driven computers. *(Good job – just can't get the coal nowadays. Ed.)* There must have been something about 'a black box that made music' that made it as fascinating for musicians as gossip is to Dot Cotton.

As we all know, computers are now used frequently to make music – especially pop music – so it seemed like a cute idea to look at the computers that have come and gone, and what is now being used by anyoné mad enough to try to make music with a machine...

The first computer to find its way into a lot of musicians' homes was the Commodore 64. It sounds bizarre now, but the sound chip (called SID) that lived inside the old Commodore was the best on-board sound around. The computer even had some of its Basic programming language written especially to get the most out of poor SID. The big breakthrough for the Commodore (and all the other micros) came when MIDI was invented – now the musicians could plug their new keyboards into their computers and make them work together. They still weren't sure what they were trying to do, but it seemed like a good idea at the time.

Once the CBM 64s had got a foothold in the muso's lives, the software came thick and fast. Some of it was even quite good – the makers of the Steinberg software (that includes *Pro24* and *Cubase*) wrote their first sequencer for the Commodore, and it was used to record the first Bomb The Bass and S'Express singles.

By the way, the American guys that set up Commodore went on to start a company called Ensoniq that now makes some pretty neat synths and samplers – check them out if you're looking for a good instrument that won't cost as much as those from certain other manufacturers. But the big problem with the Commodore was its disk drive. Not only was it temperamental but it was sooo slooow.

Around at the same time as the Commodore 64 was the BBC B. If you actually went to any of your school lessons in the last five to ten years you can't have escaped working on a Beeb. Many of the musicians of the day looked down on the B because they thought their Commodores were invented with music in mind – which was a shame, because the BBC was much more likely to do what they wanted. One of the pop people who did recognise the potential of the BBC was Erasure's Vince Clarke, whose Beebs and UMI system have certainly paid for themselves in chart hits.

The only other computer that had any effect on the early computer music scene was the Apple II. Although the Apple wasn't exactly a direct hit, it did attract enough attention to help shape the future of the Apple Mac – a computer that is now used widely in America for making music.

There's a story that says that the man who designed the Atari ST only fitted MIDI sockets on the side because his son asked him to. Whether this is true, or whether it's a story made up to make Atari seem like the sort of company that cares about kids with technolust, those two 5-pin DIN sockets did more for the ST than any advertising campain could have done. The Atari was a real computer (not like those old Commodores and BBCs, this one had a built-in disk drive), it also had MIDI and it didn't cost a million quid *and* it looked good... What more could a starving musician want? Well he could have wanted a computer that didn't break down whenever he took it out to a gig, but that's another story.

In the States the Apple Mac was taking off – it cost a lot less than it did in Britain, and the Yanks love to be one up – but in Britain the ST changed the way music

*actually that's a lie – I'm not bald.



Tim 'Cool Shades' Simenon of Bomb The Bass.

was being made and who was making it.

Music Software for the ST appeared by the ton: first sequencers, then patch librarians, algorithmic composers, more sequencers, patch editors, cheaper sequencers, mix automators, yet more sequencers. And it's still coming out. A lot of the best software came from Germany and today musicians mutter names like Steinberg and C-lab in their sleep (many musicians' wives actually believe their husbands are sleeping with German women). The Stateside software teams were busy writing for the Mac, believing it to be so much better than the Atari that everybody would come round to their way of thinking eventually. Unfortunately for them, much of the Atari software is so good that it's being ported across to the Mac for the Americans to get their teeth into.

Back in Britain, other computers have found it hard to compete with the ST. There are so many STs being used by musicians that it doesn't seem to make much sense for software writers to write for anything else – and each machine is only as good as the software available for it. Take the descendent of the old Commodore 64, the Amiga; it's a good machine with dazzling graphics and a dedicated following – except among musicians.

The Amiga's greatest success to date in music circles must be its use for the title sequences for *Network 7* and *The Chart Show*. It may not have made the music, but it had a lot of musicians and music fans watching it in action.

Fortunately for you Amiga owners out there, a program called *Music-X* gives you all the power of the best Atari music software complete with some extremely overpowering graphics.

That leaves us with the IBM PC and its compatible friends. What position does it hold in the world of computer music? Whilst the business world is still in love with the PC, there's very little musical action based around it. That's not to say that there isn't any music software for the PC – there's just not too much of it and it doesn't get to play a part in many of the exciting music ventures being made. Perhaps it proves that musicians really don't have too much in common with businessmen.

One thing business and music do share is a fascination for the future. What is the music of tomorrow going to sound like? And which computers are going to be helping make it? One computer that's certainly heading in the right direction is Acorn's mighty Archimedes – one of the descendents of the BBC B. At present it's the only 32-bit micro around (which means it's very, very fast) and it's also the only machine capable of true multi-tasking (which means it'll do more than one job at a time).

It's early days yet for the Archimedes, but the software that's being developed for it is threatening to make the Atari ST look as daft as the Commodore 64 looks now. But before it becomes the musicans' computer of the 1990s, the big A has got to win over all those Atari-mad musicians. It has the power, it could soon have the software, but can it take over? Only time will tell.

SOFT TOYS

ATARI ST

Steinberg *Cubase*	**£499**
C-lab *Notator*	**£485**
C-Lab *Creator*	**£299**
The Digital Muse *Virtuoso*	**£299**
Hollis Research *Trackman II*	**£199**
Steinberg *Twelve*	**£129**
The Digital Muse *Prodigy*	**£129**
AB Software *MIDIStudio*	**£99.99**
Gajits *Sequencer One*	**£79**
Hybrid Arts *EasyTrack Plus*	**£59**

COMMODORE AMIGA

Microillusions *Music-X*	**£228.85**
Erm... Erm...	

IBM PC

Voyetra *Sequencer Plus III*	**£368**
Voyetra *Sequencer Plus II*	**£227**
Voyetra *Sequencer Plus I*	**£96**

ARCHIMEDES

EMR *Studio 24+*	**£99**
Pandora Technology *Inspiration* (not yet available)	

MUSIC LESSONS

MIDI HITS

Steve Phillips gives up a promising career as Jason Donovan look-alike to tickle your MIDI ports with more musical tips...

To save you digging out last month's unmissable copy of ZERO *(Waddaya mean, you lost it? Don't you know when something's valuable? Ed)*, the diagram opposite is of the imaginary MIDI (Musical Instrument Digital Interface) set-up we're going to use to record and edit some music – well, your aunt Nelly might not call it music, but we know better. The nerve centre of the system is our computer (of course) and we're using this to control a drum machine (on MIDI channel 1), a synthesiser (channel 2), a sampler (channel 3), a couple of synth expanders (channels 4 and 5) and a reverb unit (on channel 6). If you do find last month's damn fine copy of ZERO, you'll see we've added another expander. This is because we've sold our old skateboard, and it'll come in handy in a bit.

The computer is running 'sequencing' software – this turns it into a kind of MIDI tape recorder which allows it to record digital information describing the notes you play (pitch, length, velocity and so on) and then to pass it back to the instruments so that they can play the sounds you want to hear. This information is played into the computer from the keyboard of the synth, but once it's inside, there are all sorts of unpleasant-sounding things we can do with it.

Since you really want to be a pop star, the piece of music you're about to record is going to sound exactly like a Stock, Aitken and Waterman single – in fact, it's going to sound like all of 'em. That way you can be sure you can sell it to Jason or Kylie if you don't have a hit with it yourself. So you're going to need a rock steady (yawn) drum track, a bouncing bass line, some inoffensive chords, a harmless melody line and a few hackneyed sampled vocal effects.

The first thing you've got to do is decide what's going to play what. The decision isn't final, but it'll help you get things rolling. We'll leave the drums to the drum machine, give the bass part to an expander, a chord part (usually called a 'pad' sound because it's used to pad out the arrangement) to the other expander and get the synth busy on the bass line. That just leaves the sampler to throw in the sampled vocals. So let's begin laying it down with the drums...

One of the first problems you're likely to run into with your playing is timing. And there's no worse place for loose timing than on the drum track – Jason and Kylie's fans have enough to think about trying to dance and breathe at the same time, without trying to follow your idea of 'perfect time'. Fortunately for you, the sequencing software includes an editing facility called 'quantization'. This is a way of taking your arthritic thrashing and turning it into music. Before you can quantize anything you have to decide on the level of quantization – for example, if you're playing in a simple bass/snare pattern where the bass beats fall on every beat of the bar and the snare only falls on beats 2 and 4, then you only need to quantize to the nearest quarter note (or crotchet). Now anything you play that isn't in exactly the right place will be moved to the nearest quarter note. Some sequencers allow you to do this as you record each part, while others let you quantize after recording. Either way, you can tighten up any of the parts – drums, bass line, melody line – if you can't play them perfectly.

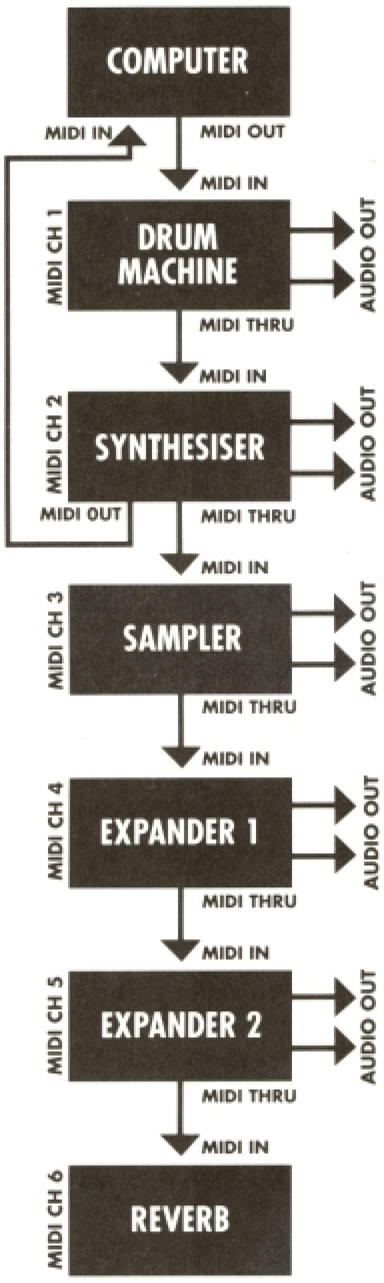
The hardest part of quantizing any piece of music is working out what level of quantization you need. The drums are pretty easy – quarter notes for bass and snare, eighths or sixteenths for the hi-hat – but not everything is. You can quantize by trial and error – too fine a quantization value and the part you've played will still be loose, too coarse and you'll move the note to the next largest step – but it's easier if you can work out what you're doing. Imagine you quantized the bass and snare part to half notes – instead of falling on beats 2 and 4 the snare would be moved to beats 1 and 3 (as they represent the starting points of two half notes) and the bass drum notes would find themselves in pairs at the same points instead of being four evenly-spaced beats throughout the bar.

It sounds complicated, but it's easy once you've got used to thinking in fractions of a bar. To help you along here are a couple of useful tips – firstly, smaller fractions (1/64, 1/96) give finer quantization. Secondly, if your first attempt at quantizing something doesn't work out, your second may make it sound completely different. This is because you can actually end up moving events further away from where you want them if you move them in stages. It's a bit like the British idea of democracy really! Finally, if you're trying to get a hip-hop beat or a jazz swing beat quantized, you'll have to think in what the real musicians call triplets – groups of three notes that fall in the space of two. Instead of quantizing to 1/4, 1/8 or 1/16 notes in a bar of 4/4, you need to quantize to 1/12 because you've got four groups of triplets.

As you can't play all the drum parts at once (makes you wonder how drummers do it!), the best way to build up the drum track is by playing a separate part on each 'pass' of the sequencer. As long as all these parts are assigned to the same MIDI channel (see last month), they'll all be played back by the drum machine as if they are one part.

The next part you want to record is the bass line. One of the trademarks of a SAW hit is its lively bass line – and you can't play fast enough to keep up with the drums. Again the wonderful world of MIDI can help. All you need to do is slow the sequencer down to a speed that your unhelpful fingers can manage. Once the part is recorded the sequencer can be speeded up again (and quantized if necessary) and the bass line will sound as if it's been played by a pro. Had you been recording the part onto tape, as you would in a conventional recording studio, you couldn't do this because the notes would have sounded higher when they were speeded up. As it records information about the notes instead of the notes themselves, MIDI doesn't suffer from this problem.

And on the subject of notes, what do you do if you've got your drum and bass parts in shape, and play a wrong (or 'bum') note, as you're recording the pad chords? After all it's only one tiny bum *(Titter titter. Ed)* note amongst all those you got right... Do you really have to do it all again? Of course not, this is music, not a lesson with Miss Pringle on the subject of The Rennaissance. Most sequencers will let you sort out the mess in several ways. You can 'drop in' at a point just before the mistake and 'drop out' (sorry about all the muso jargon) straight after it, having played the right note in instead. Or you can get into an 'event list' where all the notes you've played are displayed as a list of numbers representing all the things a sequencer records, find the offending note and write the correct one in instead (a bit like altering Miss Pringle's comment on your school report). Alternatively, some smart software will let you 'search' for the mistake and 'replace' it with the correct note – this is all very well, but you now not only need to know what the right note is, but what the wrong one is too.



MIDI SETUP

EXAMPLE OF SEQUENCER EVENT LIST

EVENT TIME	EVENT TYPE	DATA
002:01:03	NOTE ON	E4
002:01:05	NOTE ON	G4
002:01:06	NOTE ON	A#4
002:01:07	NOTE ON	E4
002:02:01	NOTE ON	F4
002:02:02	NOTE ON	A4
002:02:03	NOTE ON	D4

Now you've got your song to a stage where you're ready to add the brilliantly catchy melody that you've been humming all week and you're sure you'll have everyone else humming once they've heard it on *Top Of The Pops*. But there's a problem: the melody sounds fine on its own but it doesn't work with the rest of the music – it's in the wrong key. Of course, you should have sorted this out before you started, but your MIDI sequencing software (yet again) comes to the rescue. You could work out how to make the melody fit the rest of the recording, but why make things hard for yourself when you can get the software to transpose all the stuff you've recorded to fit in with the melody. Here again, as the data recorded in your computer only describes the notes you've been playing, you can change it. The computer can look at everything, work out what note it should be if it's, say, a tone higher, and do all the hard work.

The only thing to beware of here is your drum track – moving a C# up a note to become a D# is fine, but moving the note that's triggering your bass drum up to the one that triggers a Chinese finger cymbal isn't going to have quite the same effect. To get around this one you can either tranpose tracks individually (taking care to leave the drum track well alone) or use a feature that most sequencers have that allows you to specify any tracks you want kept the way they are.

All that's left now is to add some corny sample effects with your sampler. You might spend a few happy hours sampling famous people or adverts off the TV, or stealing bits of Kylie or Jason off a record, and then incorporating them into your aural masterpiece. The best part of this is that you can ignore all the musical rules and do whatever you like...

There are more advanced editing tricks you can use, such as adding pitchbend to notes you've recorded or velocity scaling to make a crescendo – but they'll keep for another day. *(We've got to make sure you never miss an issue of ZERO somehow. Ed)* Using these techniques you have enough control to turn a vague idea for a song into a piece of music, correcting things as you go, even throwing out the bad bits and putting in whole new sections if you want. If only you could edit the pop charts using your own computer...

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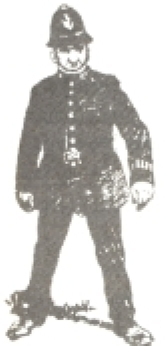
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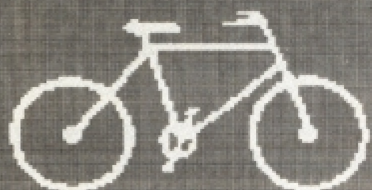
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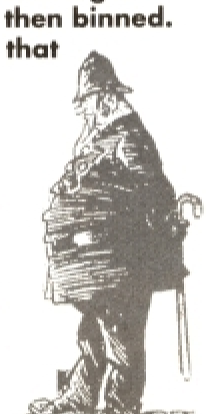
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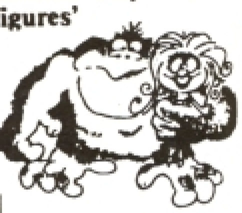
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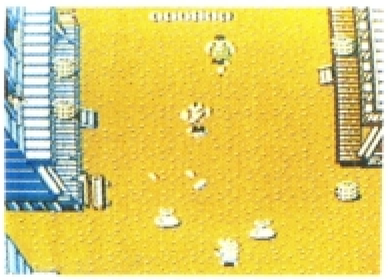
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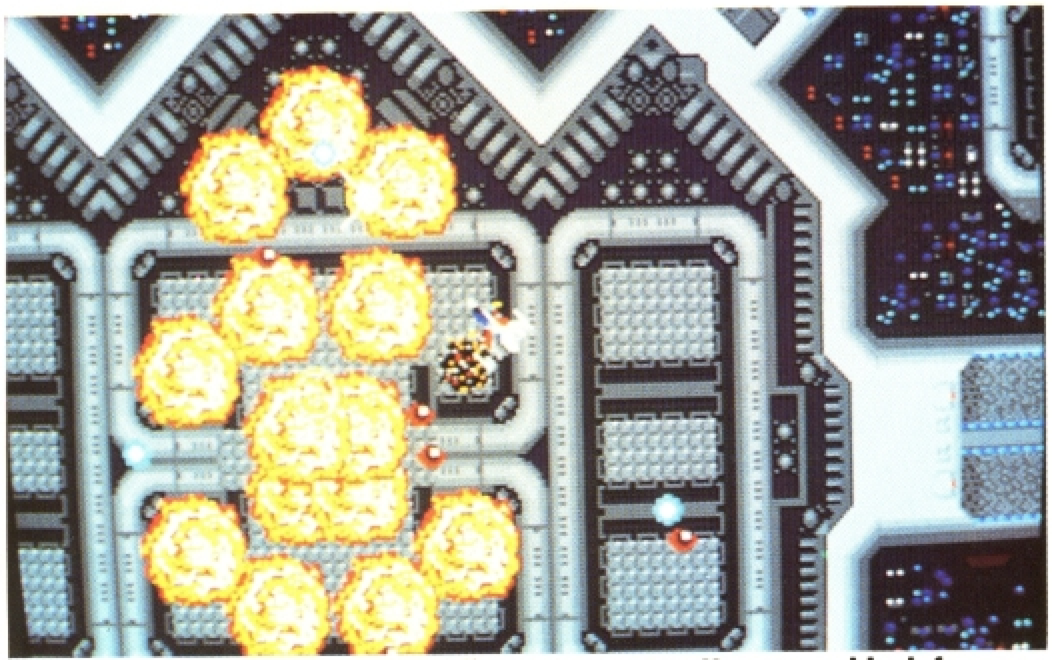
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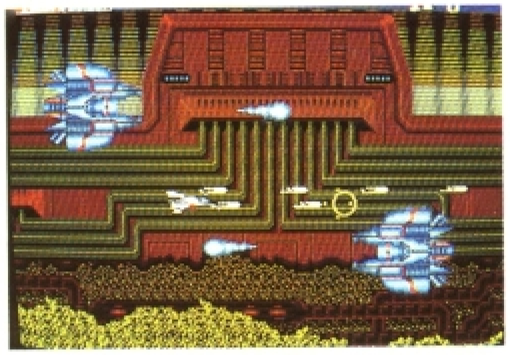


Looks like you've just wasted an alien nerve centre. Now go and look for more.

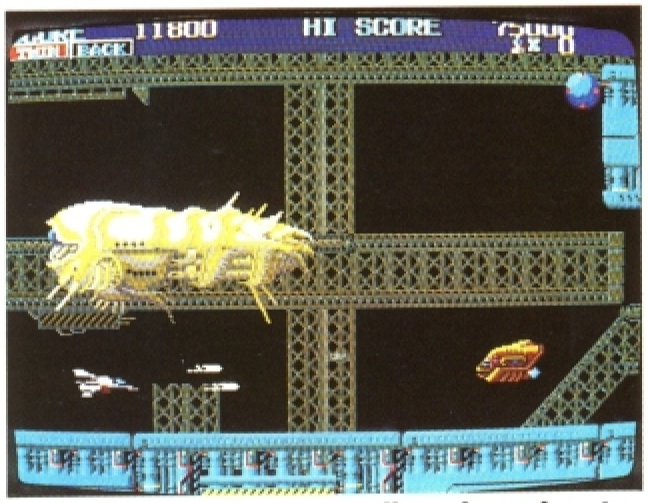
CONSOLE CLASSIC

Will you take a look at this! Absolutely stunning graphics, sound and gameplay. Seriously, the game is unreal. It's got to be the ultimate in shoot-em 'ups with full screen display, amazingly fast and smooth parallax scrolling and addictive playability.

Scenario-wise forget it, 'cos as usual it's in Japanese. To start with you control a space cruiser armed with a double-cannon forward shot, and a single cannon forward and backwards shot. Other weapons can be picked up and accumulated, but only one can be used at any time. As each goodie is collected, a female voice screeches out the name of the collected item – very nice. Amongst the blagables are a claw, breaker, roll and 1up. A claw is simply a podule that circles your ship and prevents some enemy fire from reaching you, whilst a roll is an enhanced version with fire power. Breaker is a set of shields which lets you plough through anything including force fields, and the 1up provides you with another life, you won't be surprised to hear. The claw and roll will remain with you for as long as you stay alive, whilst the shields only last a little while.



Ever heard of a cannon sandwich? You're about to become one. Level six and things are really starting to hot up. But just look at the colours, the detail... on second thoughts, don't or you won't live long.



Ye Gads, what's that? Oh well, perhaps there's some good weaponry to be had from the transporter alien approaching.

Beginning the battle on Earth, you slowly progress through to the alien invaders' home town. It's up to you to blast anything that comes at you, and destroy enemy installations on terra firma. Travelling between sectors is achieved either by blasting at strategic points in the force field or by using shields. Aliens range from pathetic homers which are easily disposed of, to huge aliens which take up a third of the screen and take an age to die. Their patterns are as varied as are their speeds, some barely moving while others move faster than a Sun journalist with a piccy of Prince Willy taking a leak.

On the first level the aim is to destroy four heavily protected ground installations. Move on to the next level and you'll have one hell of a shock – it's nothing like the first. Well okay, it is in the sense that you have to blast things, but the view is from the side, and means all the tactics you learnt in the first round are completely useless. The game alternates throughout, and it's almost like having two games rolled into one. Each level gets faster and more heavily infested with aliens. The objectives, while similar, are different enough to make you want to explore further and further.

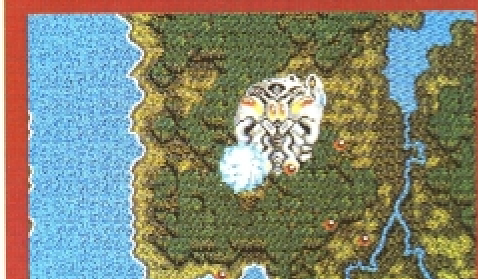
Add stunning colour backdrops, silky smooth parallax scrolling and adrenalin-pumping speeds to the enormous variety of aliens and levels, and you have a truly monster classic game. This is a game you are going to play and play, and because of its immense playability you're going to load it whenever you've got a few minutes spare for a quick blast. *Thunder Force II* is a joy to watch, play and listen.

Just one thing: I wish I could understand what is said before the game starts. It goes something like niniayayaladdagoodluck.

THE VERDICT 93



Level one. You're flying over the Earth's surface and there's lots to worry about. The alien base to your right needs to be destroyed to get to further levels, but there are other aliens hovering around you which need to be dispensed with first...



Oh dear, looks like a Sprayer got to you first. Crashing into him won't hurt him, but it sure doesn't do much for you. There's always next time.



WEAPONS IN STORE



1: TWIN SHOT
You carry this weapon at all times and it knocks out everything eventually.

2: BACK FIRE
This one is also on board your craft at all times. One of the most useful, particularly when aliens come from in front and behind.

3: LASER
It's powerful, but only shoots out in one long thin line so isn't much good for the really tight corners.

4: WIDE SHOT
Yum, yum. This fires forwards, diagonally and behind – great for keeping just about everything at bay.

5: FIVE WAY
Five lethal bolts of energy are unleashed with this one. It spells death for anything coming straight at you, but your sides and behind are left vulnerable.

6: DESTROY
Produces three short bursts of cannon fire. Very good for close range, but otherwise a disappointment.

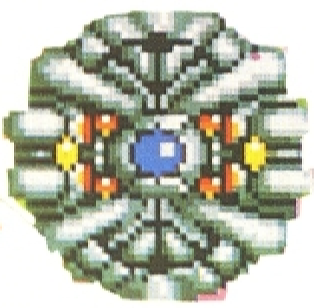
7: CLASH
Lots of bubble-like bursts of energy are produced with this one. It looks effective but is, in fact, about as useful as a kite on the moon.

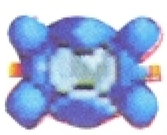
8: HUNTER
Excellent this one. Anything that flies stands no chance against it as the bullets home in on the craft. Ground bases are untouched by it though.

ALIEN LIFE FORMS

The items infesting *Thunder Force II* range from the relatively harmless to the virtually unconquerable. Here are a few...

BASE
Four of these are present in an overhead level. These are the alien nerve centres and are normally heavily guarded. They also spray you with cannon fire.





ITEM
Blast these guys to get an extra weapon, 1up, shield or claw.



VIRUS
These take several hits due to their protective coating, but don't fire and only move in small circles.



SPRAYER
A huge son of an alien. It's fast, has lots of fire power and chases hard. The best thing to do is switch to back-fire and run away.

GUN SMOKE

Capcom/£24.95/Nintendo

Yee ha, ride 'em cowboy. This sure is gun toting city, and you're the one doing most o' the shooting. So strap on your six shooter and head for them hills pa'tner.

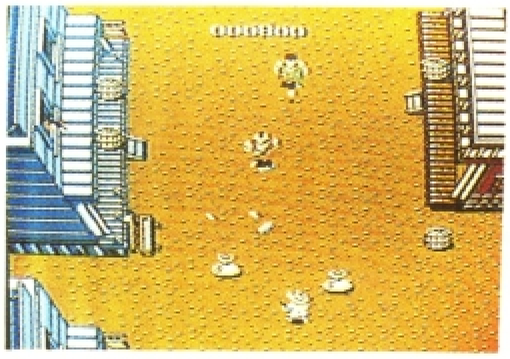
You're Billie Bob, a real mean son of a dog, come to clean up this ol' mining town. There's gold in them thar hills and all you have to do is wipe all the drop-outs, sleezeballs and bandits that have taken over the town.

You start of in Hicksville and slowly work your way, *Commando* style, up to the Boulders, Commanche Village, Death Mountain, Cheyenne River and finally Fort Wingate. Throughout each level you'll be attacked by punks, punk indians, dynamen (dynamite-hurling gringos), stabbers, blastos (shotgun-brandishing thugs), snipers, falling rocks, riflemen, indians with bows and arrows, fire breathing indians and axe-throwing indians.



Meet Bandit Bill, he's the sucker you're supposed to gun down on this level.

The aim in each level is to kill the boss. Starting with level one there's Bandit Bill, Cutter Boomerang, Devil Hawk, Ninja, Fat Man and finally Wingate. On your travels you can pick up extra weapons, such as machine guns and magnums, at hardware stores. A 'wanted' poster is hidden somewhere on the level – in a barrel or even the hardware store and must be found before you can battle the bad guy. There's also a horse to be found, which you can ride and let take the bullets. Too many shots however, and it's as good as at the glue factory.



Go gettim Billie Bob, gun that no good ganster. Don't forget to check those barrels, there could be money, weapons or even a horse (!) inside.

For a good blast, *Gun Smoke* is just the tonic. It's similar in style, but obviously different from and more challenging than *Commando* and the action gets fast and furious very quickly. It's certainly worth a few gold nuggets from them thar hills.

THE VERDICT 77

WONDERBOY III THE DRAGONUS TRAP

Virgin/£29.95/Sega

Wonderboy has been changed into a lizard by an evil wizard and the only way he can be saved is by reaching the salamander cross, hidden in Monster Land by a crazed dragon.

Each level has Wonderboy exploring a different terrain, for instance there are underground caverns, deserts and jungles to traverse. At the end of each level is a menacing dragon begging to be dealt a death-dealing blow. When each is defeated, Wonderboy is transformed into a hawk, mouse, piranha or some other character, each of which has different strengths and weaknesses.



Here's Wonder Boy playing the Lizard Man. When the game begins he can blow a lethal flame, find lots of money and buy items with it, thus becoming a great deal stronger. Hurrah!



Things look tough now but if he'd bought himself a sword and armour at the shop, he'd have no problems whatsoever. Serves him right for crap planning.

The journey wouldn't be so bad if the land wasn't infested by an enormous number of nasty creatures. Fortunately, Wonderboy posesses a Swiss Army flame thrower to fry anything that gets in his path. The creatures frazzled will leave behind money or weapons. Pretty kind of them really, considering.

Wonderboy III, with all its unusual animal life and odd extras, is enormously addictive. Winning is more about finding good weapons and repairing your health regularly, than defeating dragons and mastering other problems. What does make it especially fun to play is the way Wonderboy changes character the further you progress. Each transformation brings new problems and solutions and that is, to a large extent, what keeps the game interesting. Attractive sound and graphics, and addictive gameplay make *Wonderboy III* a winna!

THE VERDICT 73

CONSOLE CHEATS!

Yowzer! Just look at all these tips, tricks and codes. Got a console? Get a look at these cheats.

THUNDERBLADE
Sega
When approaching the end-of-level fortress, move to either the left or right top corner of the screen and stay there. The fortress should blow up without you having to touch it.

CHAN AND CHAN
PC Engine
Press buttons I, II and RUN simultaneously when you die. You'll continue from where you left off.

IKARI WARRIORS
Nintendo
After losing a life hit the buttons in the order A,B,B,A,P and you'll get an extra three lives. This works for both players.

WONDERBOY
PC Engine
Press any directional key and RUN on the title screen to continue the game and keep all the gold and weapons collected so far.

VIGILANTE
Sega
Hold the diagonal key pointing to the top left corner and press buttons one and two. You can now select the level you wish to start on.

RAMPAGE
Sega
A wee bugette in this game means that you sometimes find yourself with a red or yellow person in your mouth when all you wanted to do was punch up at them and eat them. Your score goes shooting up.

ACTION FIGHTER
Sega
Type SPECIAL at the enter name prompt to start off with a car.

LEGEND OF ZELDA
Nintendo
Here are some useful places to look. The sword is found at the start of the game. The white sword is located at the top of the waterfall and is guarded by a Lynel. Towards the top right of the graveyard you can find the magical sword underneath a grave. Look for the silver arrow in the Death Mountain.
How to kill the end-of-level guardians:
Level one – kill Aquamentus using the bow and arrow.
Level two – use arrow or sword to kill Moldorm. Dodongo doesn't take too kindly to swallowing bombs and being hit by your sword.
Level three – use four bombs in the centre of Manhandla's body to kill him.
Level four – hit Gleeok in his neck with your sword or arrows.
Level five – blow your whistle and attack with your sword or arrows to get rid of Digdogger.
Level six – shoot arrows at Gohma's eye when he opens it.
Level seven – same as before.
Level eight – same as before.
Level nine – confront Ganon by throwing the silver boomerang around the screen until it hits him. On impact, Ganon will appear – he can then be killed by using the magic sword and silver arrow.
Enter your name as ZELDA to start on the second quest.
David Cheng, Co Durham.
A copy of *Ikari Warriors* for your Nintendo is on the way to you, David.

DOUBLE DRAGON
Sega
You can become invincible on the fourth level by jumping up and down 30 times (and sticking one hand in your left ear while singing God Save the Queen). In one player mode this provides you with continuous play through to the end of the level boss.

QUARTET
Sega
To begin the game with wider shot, press the pause button 14 times when the title screen is showing.

GALAGA 88
PC Engine
Push the pad up and press the RUN button during the title screen to get a new set of options.

GOONIES II
Nintendo
Type in the code SUG NY4W T!NUU!UF to get all the equipment you're ever likely to need.

MIKE TYSON PUNCH OUT
Nintendo
To tackle a new order of boxes enter 1357924680 as the pass code. Hold down SELECT, A and B simultaneously and you'll be promoted to another World circuit.

DUNGEON EXPLORER
PC Engine
To start on level four with a different character type in the code JBBNJ HDCOG. You will turn into a princess with more speed and hit points than any other character.
Don't collect the crystal immediately after killing the end-of-level baddie. Wait until the crystal turns purple before collecting it; it'll give you a lot more hit points than usual.
The following are the passwords to get you through the various levels:
2 P ALJFJ DOLOE
3 P ACDFD HIFNI
4 P AKJFJ HKANM
5 P ABGPG HJFMK
6 P ADMFM HLAMO
7 P AKLCL FNLMG
8 P AFLHL FMLOE
9 P ACLNL FOOOA
10 P AELCL FIBOM
11 P ABBFB FCCDM
12 P AMLPL FKHDI
13 P AJLGL GNING
14 P AGBOB JHLAG
Stephen Easter, W Yorkshire.
Great tips, Stephen. A surprise game for your PC Engine is on the way.

LEAVE A TIP
Send your console gaming tips, tricks, maps and solutions to **Cheat!, Console Action, ZERO, 14 Rathbone Place, London, W1P 1DE.** You could win the latest game for your machine.

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- TECHNOLOGY (tek 'n-o-lo'ji) the practice of any of all of the applied sciences that have practical value and/or industrial use: technical method(s) in a particular field of industry.
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- Credits
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- Cargo
- Weaponry
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- Planet
- Galaxy

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- Squadron
- Rating
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- Campaign Hours & Kills
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- Missions Completed
- Next Map To Be Used

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GUNSHIP EDITOR (£4.95)

Edits:
- Pilot's Name
- Score
- Status
- Rank
- Decorations (medals etc)
- Reprimands

So you're missing in action or just plain dead? Show God a thing or two and resurrect yourself! Wanna show your gongs to the ladies! (oo-er!) Here, have a congressional medal or two... Want some more stripes on your sleeve? Certainly- Colonel! Wipe those nasty reprimands? Yeah, go ahead!

AIRBOURNE RANGER EDITOR (£4.95)

Edits:
- Rangers Name
- Score
- Status
- Rank
- Campaign Duty
- Decorations

Stuck on a campaign with nowhere to go? Sneak out with ease! Dead or missing? Nah must have been a mistake... Want some more medals? Sure. Add a little to your score? Ok! Want to go up in the ranks? No problem!

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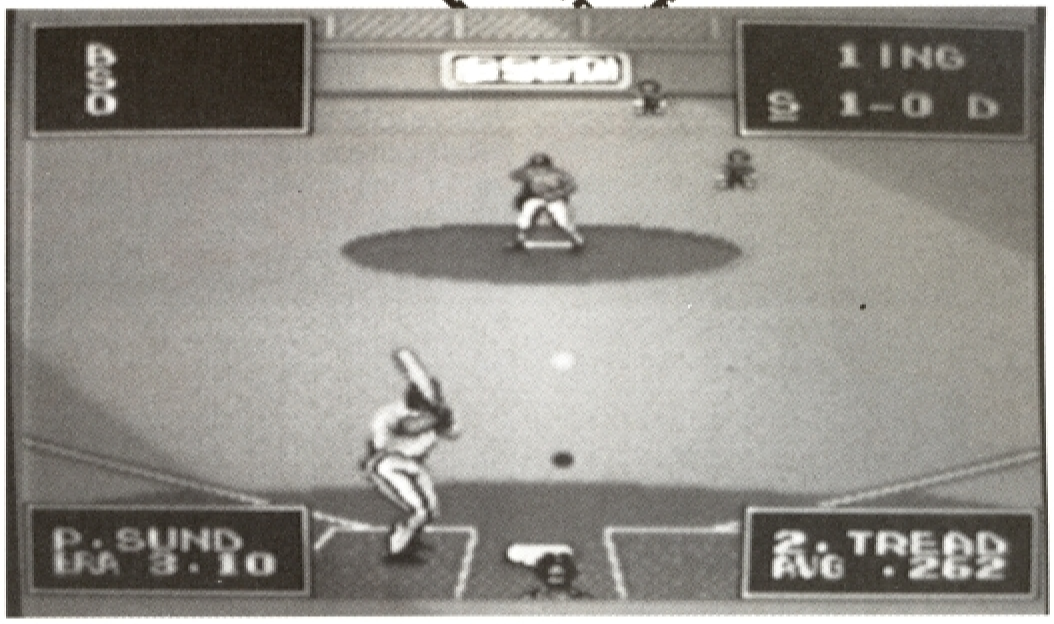
AMERICAN BASEBALL

Virgin Mastertronic/£29.95/Sega

Hut, hut, hut... er, sorry, wrong sport. Duck, duck, duck. This ain't no stint with Yogi bear down in Jellystone Park. *(Eh? Ed)* No siree, this is for real. You – you old, red-blooded bastion of America's national sport – get to play against America's cream. Don your balloon trousers and peaked cap and pick your pew inside the diamond. Yo man, let's hit the dust. Get a life. *(Get on with it, man. Ed.)*

It's up to you to manage a baseball team and try to take them to the World Series. You can play American Baseball against the computer or, if you want to instil a real air of competition, play against a friend. Four modes of play exist: exhibition game, tournament, watch mode and home run contest.

In exhibition mode you choose one of 26 National League franchises and get to compete in three games to find the best players. In tournament mode you must pick a team either from the American League or National League, and attempt to progress through Division Championships, League Championship and finally the World Series.



Just swing, whack that ball and watch it go.



You select which teams to use.



'Ere we go, 'ere we go, 'ere we go. Oh. Sorry, wrong sport. Um, wrong country.

Watch mode is simply a demo in which the computer (ahem) plays with itself. You can learn a lot by checking out what the computer does so it's a good idea to watch a few computer versus computer games. Home Run Contest mode gives you the chance to improve your batting skills. Here you select the team and players to use and then control them as they take turns to bat. The objective is to hit as many home runs as possible. Bit like rounders really.

Of course, tournament mode is the major one. Choose one of 26 teams from up and down America and one pitcher from the selected team. As manager, it's important to make a good decision, as it can be the difference between winning and losing, and is instrumental in determining whether you keep your job at the end of the season.

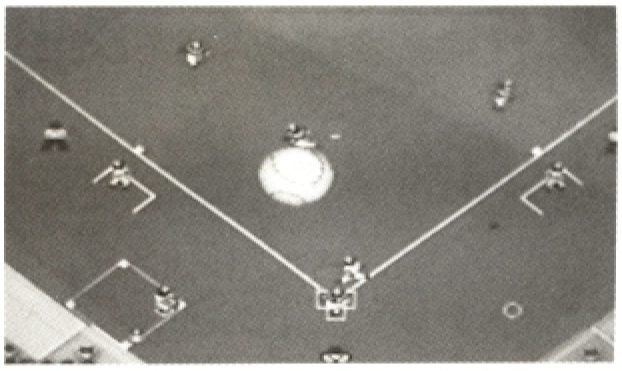
Depending on the side you chose to control, you'll have different ways of starting. When batting, you'll need to move your batter left and right to get him into the correct position and then swing when the pitcher throws. If you're defending, you need to scan the game scene and choose a pitch. When a batter hits the ball he immediately makes a run towards first base – told you it was like rounders. If it's a good hit you can keep pressing the button to send him off to second, third and then home. If you hit a home run into the crowds, the batter will automatically run round the lot.

When the time comes to control the pitcher, left curve, right curve or a speedup ball can all be thrown. As pitching is one of the most important skills of the game, it needs to be mastered straight away.

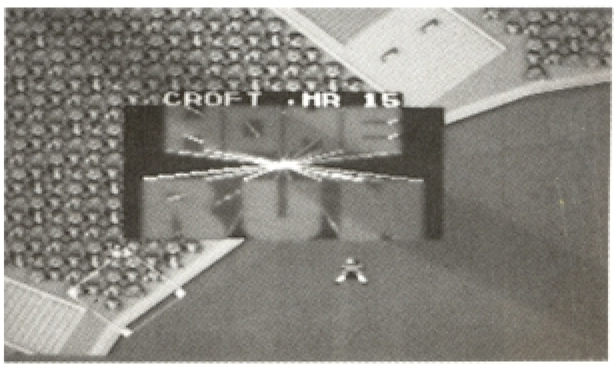
American Baseball's strong point is the enormous control you have over how your team moves and reacts. Generally though, this means the winner is usually the most nimble with the control pad. Unfortunately, it also means that it's difficult to remember which controls are needed in particular instances, and you'll often need to hit the pause button just to take stock of the game scene and assess your progress.

If you like baseball then there's little doubt that you're going to enjoy this, particularly if you intend putting in the kind of hours needed to take a team all the way to the World Series. It's unfortunate that there's no way of saving progress – it can be very annoying to get as far as the World Series and have to switch off and lose the position. Otherwise, *Baseball* is excellent. It has some massive sprites which move very fast and are for the most part well animated. Combine these with an engrossing version of baseball and you have one hell of a game.

THE VERDICT 81



Wham!! A home run sends the ball smashing into the crowd and your runner heads off like a batter out of hell.



Yep, you've done it! It's God bless America and blueberry pie a-go-go.

ENGINE TROUBLE

No UK distribution for Japan's PC Engine II

You've been getting all over-excited, haven't you? Sitting there, chewing your nails, waiting for Engine II: The Sequel to hit the streets in all its 16-bit glory? Well, brace yourself, all is not what it seems. Despite rumours to the contrary, NEC's new PC Engine II or Super PC Engine just launched in Japan has not evolved into a true 16-bit machine. It remains with the same 8-bit Z80 processor that graces the PC Engine available through grey importers in this country. And even more upsetting is the fact that there are no plans to ship the machine to the UK because the initial production run is only 50,000.

So what has changed from the Super Engine? Well very little it would seem, apart from the console's casing and graphics capabilities. The Super PC Engine's case is three times larger and almost three times as heavy as the original version. There really isn't any reason for this, but it's presumably happened because NEC want you to think you're getting more for your money.

On the other hand, playing power seems vastly increased. Hudson Soft (the programmers of classic shoot 'em up *Gunhed*) have designed the custom graphics chips which by all accounts are blimmin' incredible. Up to 128 sprites can be manipulated on screen at once (twice what the original Engines can handle) and it has two background screens rather than one, removing flicker and allowing sensational parallax scrolling.

Main memory now totals 32K, 24K more than the PC Engine and video RAM has been boosted to 128K from 64K. This means that even more complex screens can be scrolled at even greater speeds. Think of the best PC Engine software and then imagine twice the quality. You can expect some pretty underwear-wetting games on this beastie...

The good news is the Super Engine costs 40,000 Yen (around £170) but here's the bad: grey importers won't be able to get their hands on any machines. They'll all be snapped up in console-crazy Japan in a week. Streuth!



CAN'T GET ENOUGH?

Getting hold of PC Engine software in this country is difficult, so you'll be pleased to know that Micro Media on (0743) 271792 have the following ROM cards in stock: *Japan Warrior, Cateball, Pacland, World Stadium Baseball, R-type 1, Galaga '88, Doremon, Space Harrier, Dragon Spirit, Vigilante, Son Son II, Honey Sky, Golf Boy, Naxat Open, Ordyne, Twin Final Lap, World Court Tennis, Tiger Heli, Power Golf, Cybercross, Power League Baseball II, Rock On* and *Bloody Wolf.* The following are on CD ROM: *Street Fighter, Altered Beast, Wonderboy II, Wonderboy III.*

QUICKIES

Micro Media are sponsoring a telephone helpline for all PC Engine owners having trouble with games or wanting to know about the latest software releases. Said Andrew Smales at Micro Media, "If someone gets stuck for instance, on level three of a game, we can tell them the best way of overcoming the problem." What helpful chaps. The number to dial is (0653) 600381 – the line is open from 9am to 9pm.

***Nemesis* is due out for the Nintendo Game Boy in the States and Japan at any time now. The number of new titles appearing for Nintendo's hand-held is staggering – it won't be long before there are as many titles for it as there are for the Nintendo console.**

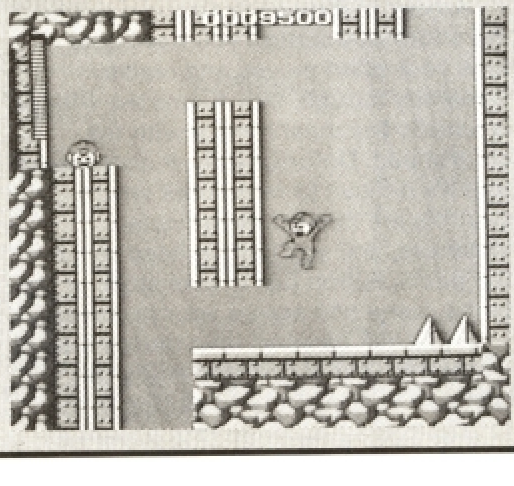
Poor Jeff Minter can't continue with his *Mutant Camels '89* project for the Konix Multi-System because he hasn't got the latest developers' kit. Well that's his excuse, but we know he's busy writing a game for Atari and doesn't expect to continue work on *Mutant Camels* until he's finished his Atari game or Konix give him a definite launch date for the console. Besides all that, it should be called *Mutant Camels '90*. And if things continue going as they are, it might well have to be renamed *Mutant Camels '99*...

Sega's *Wonderboy III* has zoomed in at number 14 in the all formats full price Gallup software charts, proving once again what a phenomenal following the console has. While the game is wildly addictive, it has nothing to do with the recent arcade game of the same name.

MEGA MEN DON'T EAT QUICHE

Get out your hairy chest wigs for this one. Coming soon from Capcom is *Mega Man*, a game in which you become a super-human on a mission to stop Dr Wily *(Is that one 'l' or two? Ed.)* and his humanoid robots from taking over Monsteropolis.

To begin with you're armed with just a laser, but as you defeat the evil robots you take over their powers. There are six levels to overcome before the final battle with Dr Wily. At the end of each stage you must battle a humanoid robot – these are terrible beings with deadly powers. *(Oh I see, a bit like Zippy from* Rainbow*? Ed.)*



The end-of-level characters include Cutman, Elecman, Fireman, Gutsman, Iceman and Bombman. Each robot has a special power which you can usually work out from its name. For instance, Elecman shoots pulsating bolts of blue electricity while Iceman will try and freeze the... *(I think we get the picture. Ed.)*

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DOSH EATERS

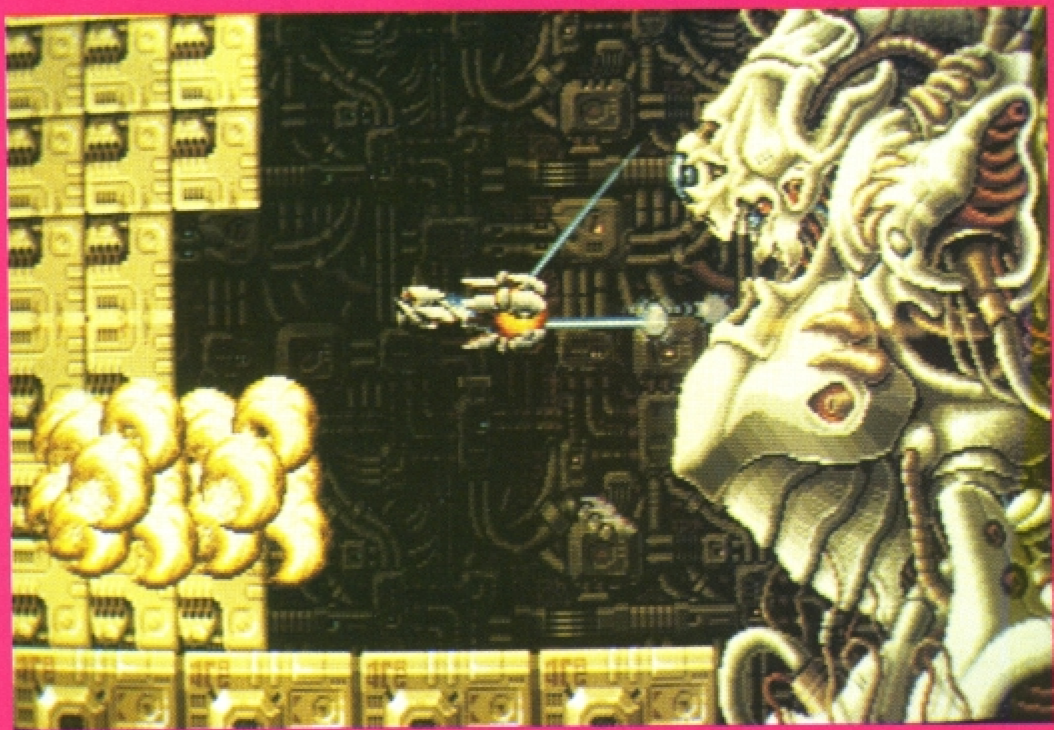
In for a penny, in for a pound, as they say, or (in this case) in for eight pounds sixty, at last count. *Matt Bielby* visits arcade distributers Electrocoin, and discovers just why we named this column "Dosh Eaters"...

THE SCORE

We've kept the rating system simple and to the point here at Dosh Eaters. After all, we can't afford the money to play coin-ops quite as intensively as the other games we review, so to be more specific would be a bit of a con. The overall mark is out of five stars (well, Space Invaders actually), which shows our overall response to a game, but not an opinion on graphics or playability in particular. For example, five whole Space Invaders would mean it's a real corker, while a lonely half alien means it's a little bit crap...

R TYPE II

Irem/ 30p a go



▲ The end of first level nasty is this big mutha. But will he be as easy to get rid of as the first beastie from *R Type I*, I wonder? (The answer is yes, actually, but I'm not going to tell you how).

I was going to give *X Multiply* a really rave review until I saw this, which suddenly put it all into perspective.(*But you did give it a bit of a rave review... Ed*) Um, oh yes, well. To be honest, *R Type II* looks a little bit disappointing when you first see it. The



▲ You should be able to progress quite a long way in your first few goes, which is somewhat helped by the cosy familiarity of the controls. The challenges are somewhat less familiar though! Eat strontium death, big bug-eyed ball thing!

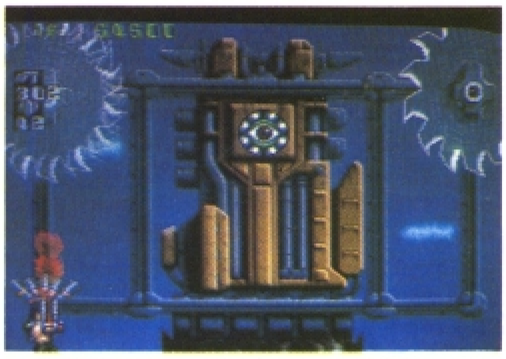
little space ship (and, you soon discover, the power ups) are pretty much identical to those in the first game, and the first waves of aliens are only slight variations too. It all makes you hold your breath a bit. Will it (gulp!) turn out to be just a straight, outdated rehash of the first one, or what?

Happily, that's not the case at all. Irem came up with just about the neatest progressive weapons and power up system ever in the first *R Type*, so why change a winning formula once you've got one? Instead they've concentrated on the rest of the game, swiftly throwing you into a series of challenges every bit as imaginative and well thought out as those in the wonderful *R Type*, but (if anything) slightly smoother, more complicated and even harder.

In other words, it's absolutely brilliant, and a lot more imaginative and addictive than *X Multiply* (which is not to take away from that game one jot, it's just that *R Type II* is even better). To gripe a bit, these new levels feel like they'd add on to the end of the first coin op quite happily, making it feel a bit more of an '*R Type +*' than a genuine second game, but that's but a small complaint. You won't be disappointed, I'm happy to say.



▲ This bit is only about a quarter of the way through the first level, but it had me stumped for a couple of runs. Fly over the brown central bits of these moving blocks, don't try and skirt round the edges where the pistons are, 'cos they'll get you! It took me a go or two to learn. (Oh, alright, I admit it. I'm crap).



MIDNIGHT RESISTANCE

Data East/ 30p a go

Well, there's nothing new here either, but I dare say this two player, multi-directionally scrolling blaster will turn out to be a bit of a mega hit all the same. It's got a wide range of fighting moves (including lying down!), generous supplies of power-ups (try looking under the manhole covers!) and well paced challenges just begging for another go. Not bad at all.

TASK FORCE HARRIER

UPL/ 20p a go

One of the better cheapies I've played recently, *Harrier* is your standard vertically scrolling blaster, but with tighter graphics, bigger explosions and more interesting power-ups than I've seen in ages for twenty pee. The loading screens don't seem to say anything about 'Argie bashing' but I reckon that's the general idea! Blimey!



BLOCKHOLE

Konami/ 30p a go

Simple as they come really! You control a little space ship at the bottom of the screen, and, as increasingly complex patterns of L and C shapes descend towards you, you have to shoot squares into them to, um, block the holes. I felt it was all a bit repetitive, but no doubt it'll find its fans.

SPECIAL CRIMINAL INVESTIGATION: CHASE HQ II

Taito/ 30p a go

What can I say? It's really nice to see a sequel that actually improves on the original. *S.C.I* is *exactly* the same as the first *Chase HQ* (ie. slick, fast, thrill-packed and as playable as they come) except that it's even better! Lots better. And in just about every way, too.

Firstly, it's faster. Couple that with the fact that they stick obstacles in your track from the word go (forcing you to skeeter across the central reservation into oncoming traffic!) and you've got a far more frantic game than the old *Chase HQ*. In fact, we're probably dealing with one of the bestest, toughest, and craziest racing games ever here, and that's before we even mention the shoot 'em up element! Instead of simply running the crims off the road (like last time), your new (loopier) partner keeps taking pot shots at them out of the sun roof! Blimey! And things get worse: handy helicopters drop rocket launchers and other power-ups down to you, quickly turning Anywheresville, USA into a serious warzone! All these animation sequences are superb, and luckily the extra shoot 'em up elements sit easily within the general car chase scenario.



In fact 'extra' seems to be the operative word here: there are extra scenarios, extra features (at one point it starts raining like mad), extra baddies (catch up with their cars and you'll discover they come equipped with bomb tossing motorcycle outriders) and, of course, extra speed.

Special Criminal Investigation is more fun than I've had in the arcades in ages, and a sizeable improvement on the brilliant original in just about every way. Sure, it's just *Chase HQ* with knobs on, but what knobs!! (*Blimey. Steady on. Ed*)

X MULTIPLY

Irem/ 30p a go

Well, they certainly do know how to build their crowd pleasers at Irem. Hang on a minute, let's rephrase that: Well, they certainly do know how to rebuild the same old crowd pleaser at Irem." You see, *X Multiply* is basically just another reworking of the jolly old *R Type* theme: from well placed power-ups to vaguely reptilian undersea baddies, it all shouts at you "hello, I'm a slightly souped up version of a two year old arcade game." It would be a shame, if they didn't do it so bloomin' brilliantly.



Because, make no bones about it, *X Multiply* is the biz. Although prettier and more detailed than those in *R Type*, the baddies represent the same basic challenges (there's even one giant thing that fills three or four screens just like *R Type* level three) which would make for a very familiar game if it wasn't for the possibilities of the new weapon system. They don't directly attach to your ship, but hang around nearby on lengths of near indestructable chain. Move to centre screen, then slip backwards slowly, and they should trail around the front of your ship, forming an almost impregnable shield. At least, that's the theory. *X Multiply* is addictive with a big 'dic', and pitched at just the right difficulty level. I can't help thinking would be nice if Irem did something new for a bit of a change, but perhaps one good variation on a theme is all you need.


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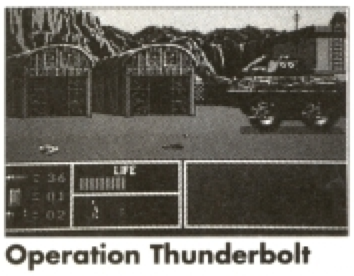
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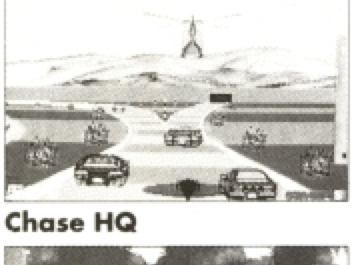
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REF ❑❑❑❑❑❑❑❑ **ZERO** **004**

ADVENTURES



Is it a bird? Is it a plane? Is it a small, furry creature presently performing at the Adelphi Theatre with Fred Astaire? No, it's Captain Adventure himself, the Bearded Weirdo *Mike Gerrard*, with another month in the life of Huntingdon's most heroic hippy.

So this is it. The 1990s. So far, it feels pretty much the same as before, except that I keep getting the date wrong on cheques. (*You mean you've got a cheque book? Ed.*) It's a time of great upheaval in the adventure world – in fact you can't even say what an adventure game is any more, but then what does a definition matter so long as it plays well? Whether it includes RPG, strategy, D&D, graphics, text or icons, if you wanna call it an adventure, you go ahead and call it that. Me, I'll just play it.

But what will the scene be like as we take the first step into the 199Os and head for the great millenium? What kind of games will adventurers be playing? To find out what the main names are going to be producing over the coming months, I went mad and asked them.

WHAT A HUGE COMPUTER

First of all, the company that's been the best British adventure software house for a ginormous number of yonks: Level 9. You may have read elsewhere that it's pulling out of adventures altogether. Some mags have said it's going to be producing 'adult' games (*Oooh, the saucy so-and-sos. Ed.*) while others even reported that it would be churning out nothing but arcade games. But if you really want to know the truth, get it from the Man with the Beard. So what *is* Level 9 up to? Over to the man without a beard, Pete Austin:

"We're aiming to put out four games a year with at least two different publishers. That leaves us free to concentrate on the games themselves. Our new H.U.G.E. games-writing system allows us to produce all kinds of games. Basically we'll be producing two types of game. The first should be out by Easter, and contains a fair amount of what you might call adventure content; but I can't say any more about it than that as we've just signed a deal with a publisher and I'm forbidden to say anything about it."

The cut and thrust world of business, eh? There's nothing like it. But Pete was happy to tell me about the second game they'll be releasing, provisionally titled *Champion Of The Raj*, which should be out this summer...

CARRY ON UP THE KHYBER

The game is set in the l9th century when the British Empire moved in and took over India. You know the scenario: 'Rule Britannia' and all that jazz. At that time there were several other power groups who could have stepped in – like the Sikhs, the Gurkhas, the Moghul Empire or the Smurfs. "That's a gross over-simplification," says Pete, "but it sums it up." The player can choose one of the power groups (*Bags I "The Smurfs". Ed.*) and see if he can manage to rule India by the end of the game.

Level 9's system has been developed on the ST, but it's being ported over to the PC and future development work will take place on PCs. The games will be out almost simultaneously on ST, PC, Amiga and Macintosh, with games consoles a possibility, but not the 8-bit machines: you need a minimum 256K of memory.

But what about these so-called 'adult' games? That tale turns out to have been a bit of journalistic licence – or lying for the sake of a good story, whichever way you look at it. Pete says he never used the word 'adult'; and that if he did, then all he'd meant by it was a game that had more depth to it than many a previous adventure. "I'd call many of the Infocom games 'adult'," Pete told me. "We want to produce adventures that have the depth of something like a film or a book."

And no arcade games? Pete says their system has the ability to produce fast-moving 3D arcade games like *Gauntlet* ("In fact we could do it better"), but they have no plans for any at present. There's a Sierra-type adventure set in the wild west, whose working title I accidentally overheard from the lips of Mike Austin; but their secret remains safe with me. (*Where's your Kevin Turvey instinct? Ed.*) Then there's a game Pete's developing based on Celtic art – and that takes care of their first four releases in 1990.

"We're looking," says Pete, "for good artists, as long as they can send us some samples which have people in. Most would-be artists seem to be good at drawing Ferraris, but not people, and there do tend to be rather more people than Ferraris in our games."

Shucks, no adventure games featuring Ferraris yet. Still, it looks like there's plenty of thought-provoking stuff on the cards at Level 9.

So what's coming from the company that Level 9 are aiming to emulate, Sierra On-Line? Pete Austin admitted he was impressed by the sales figures for Sierra's games, so will the Americans keep that up in 1990? Tell me straight, man to hairy chested man, I demanded. "We can do better than that," they said, "we'll show you. Have you got a video recorder?" Sure enough, they sent me a video showing extracts from the next few games, some of which should be out by the time you read this, if only on the PC (ST and Amiga versions of most will follow during the first half of 1990).



Settling down in front of the video, popcorn and choccies in hand, I listened intently as an all-American voice told me that Sierra would soon be producing "a whole new dimension in software entertainment... with stereophonic sound... and cinematic quality animation." Then before I knew it, I was watching a young lady taking a shower. Now that's what you call good graphics! Hang about... this is the real thing, shock horror! It's all to do with *The Colonel's Bequest* – the new game from Roberta Williams, designer of the *King's Quest* series. Her new murder mystery adventure is set on a plantation in the bayous of America's deep south during the roaring 20s. You play Laura Bow, a college journalist, and naturally have to unmask a killer on the loose. Maybe it's even Colonel Henri Dijon himself. Is there a hidden joke in that name? After all, I've heard of Dijon mustard, so is he really Colonel Mustard? And did he do it in the swamp with a shillelagh, or in the shower with Laura Bow? (*I think it's just your perverted mind actually. Ed.*)

KIDNAPPING CAPERS

Next on the video playlist was a man with a tea-towel on his head. Oops, sorry, he's an international terrorist – that means he terrorises dirty dishes in Rio De Janiero as well as Bognor Regis. Nope, wrong again, he's kidnapped a US Ambassador. Only you, secret agent Johnny Westland, can save him. This new spy thriller is called *Codename: Iceman* and is designed by *Police Quest* bod, Jim Walls – good name for an Iceman, yes? Walls... ice.... oh, please yourselves. (*Any more of those and you're sacked. Ed.*) Anyway, there are some really spiffing underwater graphics in this one; well impressed I was when I saw the recent demo. So remember, the Pentagon's relying on you to maintain US security.

The extracts from *Hero's Quest* show it to be graphically excellent, but only a hands-on experience can say whether this really will be "a new dimension in fantasy role-playing". After all, one spell-casting, monster-bashing thrash can get to be pretty much like another.

Conquests Of Camelot will also have to be good if it's to do any business in an Arthurian field that's already been claimed by Level 9 and Infocom. Plot? Yes, you've guessed it, yet another quest for the Holy Grail featuring the Black Knight, Merlin and the Mad Monk of Glastonbury. Journey to Jerusalem in a game that's said to be geographically and historically accurate... well, as far as it can be, given the storyline.

Sierra look to have a strong list of games lined up, as the video covers six adventure titles and doesn't even mention *Sorcerian*, a role-playing game which has been imported from Japan, or *Leisure-Suit Larry III. However,* considering they managed to get a girl in a shower for *The Colonel's Bequest*, goodness only knows what promo clip they'd have come up with for that!

ANIMAL MAGNETISM

From the lady in the shower to a lady in charge of a shower: the shower being the Magnetic Scrolls gang, the lady, of course, Anita Sinclair. She's been quiet for a long time but had this to say when I rang and asked her for her 1990 news: "You can tell the readers that we will be releasing something between about March and June of this year. I can't say any more as it's all tied up with a contract I haven't signed yet. What I can say is that it is an adventure – we haven't deserted them – but it's very new, very different, and we've been working on it for the last two and a half years. It's really the most exciting thing we've ever done... and I'll tell you more about it next month."

How could I resist such a promise? So next month I'll be packing my tape recorder and camera and setting off to darkest south London, to find out just what the Magnetic Scrolls team *has* been up to. Watch this space...

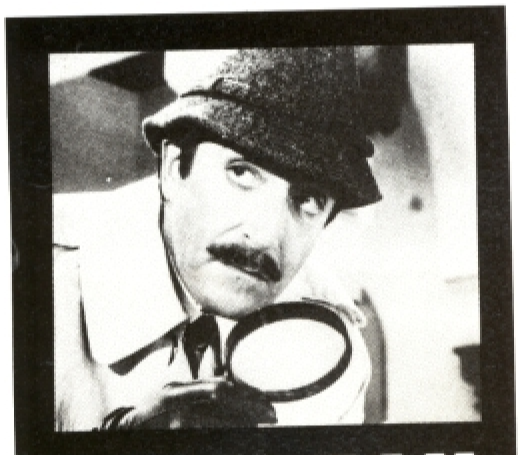
PSST... WANT A HOT VIDEO JOHN, KNOW WHAT I MEAN?

That awfully nice chappie with an excess of facial fungus wants to give you something!!!

I've got that hot, sweaty feeling in my armpits again. (*Then lay off the Brut, you know it makes sense. Ed.*) I feel an adventure competition coming on! Well, just a teeny weeny one. If you've read the main section, you'll know I've got my grubby little mitts on a promo video showing extracts from Sierra's 1990 catalogue of releases. You'll be reading reviews of them all when they're released, but what better way to check 'em out than see the animated graphics on your own TV screen? So who wants the video? Oi... oi, one at a time please, don't all shout at once or you'll bring on my migraine...

To win this steamy VHS goodie just send in a snappy snap – and make it snappy, by 28th February 1990 – showing a shower. It needn't necessarily have a blonde in it being murdered by Norman Bates, but that's entirely up to you. (*Oh God, what have you let us in for... Ed.*) The best one gets the video... and any others run the risk of being published in ZERO's outrageous readers' pages, so just watch it.

Send your entries to the **Show Us Your Showers Adventure Compo, ZERO, 14 Rathbone Place, London WIP IDE.** Stick your name and address on the back of the snap, and also mention the make of your micro – the Man with the Beard may just have something adventurous to send you as well.



CLUES-EAU

THE LARRY LOW-DOWN

Or should it be lewd-eau this month as I've got a full solution for that rude 'n' raunchy game from Sierra featuring Leisure-Suit Larry, who is to women what Patrick Moore is to breakdancing. This first in the series had Larry in the land of the lounge lizards, out to pick up women galore, though you got the feeling he was like a dog chasing cars – wouldn't know what to do if he caught one. As the third *Larry* game is due from Sierra on the PC any minute now, I've been getting up to date with Larry's lascivious lecheries (*We'll have less of all this alarmingly awful alliteration. Ed.*) so here's how to get through the first game. The solution to *Larry II* will follow in next month's issue. If you don't want to read the info (or are easily offended), better close your eyes till you've reached the bottom of the page.

ADVENTURE HEALTH WARNING: Reading the following may seriously damage your adventure fun – unless you're completely crap anyway.

1 Don't go leaping off the screen at the start; open the door that faces you and go in. You can have a go at chatting up the woman at the bar just to get your hand in, so to speak, but why not buy some whisky instead? Don't drink it, though. Pay a visit to the men's room at the back of the bar. Don't step too close to the drunk on the floor or urine-trouble (geddit?). Give him the scotch and take what he gives you. Then go and relieve yourself, and have a good read but not just of the newspaper. Wash your hands, and 'ring' them dry (subtle clue there).

2 Go out into the big wide world and call a cab. Call it what you like in fact, but don't step into the road or you'll be doing an impersonation of a squashed hedgehog. Ask the cabbie to take you shopping, and get into the shop before a passing pooch pauses on the pavement and pees on your pants. In the shop you can buy three things, and don't try to leave without paying. The owner's got a big one behind the counter... and it's loaded! (*Chortle! Ed.*)

3 Outside, do a bit of sidewalk trading and pocket yourself a knife. Go back to Lefty's and now knock on the door on the right. You'll be asked for a password which you should have picked up somewhere along the way. Beyond the door there's a pimp and a TV set, and one of them's got a broken knob. But that's no problem for a man with a remote control, is it? Now get up them stairs and meet that hooker – and I don't mean she wears a number nine shirt (little jokette for the rugby fans).

4 Help yourself to a box of chocs and then to... well, need I go into details? Just remember to take your socks off and, as the boy scout said, be prepared. And when you've finished, take it off again. No, not your socks, fool! Don't come out the way you went in... look, I'm not talking about that any more, I'm back in the game, Okay? Out the window and happy landings. Thrash about in the trash too.

5 Cab it to the casino, and if you hang about on the steps you may meet someone keen to force some fruit upon you. Take it, pips and all. Inside, you should be able to blackjack your way to a tidy sum of money. Every time you win and get your stake a little bit higher, save the game. But if you lose, restore your saved game and try again. In other words, get it up slowly, as the actress said to the bishop.



6 But never mind that, don't pass the ash without getting a pass and then boogie on down to the disco. Chat up the blonde, present her with presents, get her on the floor – the dance floor, you pervs – and Fawn (for it is she) will allow you to sweep her off her feet in more ways than two. Before you get to grips with her though, you'll need a 100 bucks for the honeymoon suite and a little thing called a wedding ring. Check out the chapel and then you can sweet-talk in the suite.

7 Before you can pop your cork with Fawn, she expects a bit of bubbly, so let's hope you've enough dough to make a call... and that you can find out who to call, too. Get the champers delivered to the room and before you know it, you'll be getting your socks off to get your rocks off – at least that's what you think...

8 Bad news. Fawn gets out the ropes, and while your thinks are of kinks, she ties you to the bed and whips... not you but most of your wallet. Don't panic, you pocketed the knife before, didn't you? So free yourself and read the mag you so thoughtfully bought earlier in the evening. An article about washing windows will clue you in.

9 Get back to the casino and use the 10 bucks Fawn missed in your wallet. Build up the bunce again and cab it back to Lefty's. The pimp is still goggling at the box so get up the apples and pears, ignore the temptation to bonk the bird and tie yourself to the balcony. Hammer the glass and grab your pills, then leg it back to the honeymoon suite and pop them into Fawn's gorgeous mouth. They turn her sex-mad, and the results are... well, you'll be surprised.

10 After she's done what the pills make her do, place your rigid digit (your finger, fool) on the button on the panel and who knows what'll open up for you... Get straight in there, and don't stop till you can see the bubbles in the bath. Tear your eyes away from the treats in the tub and take in the towel. Cop the name. Eve! What else could someone with that name want? Don't be a fruit, give her your cox's pippin and lie back and enjoy the end of the game...

FAREWELL MY LUVVERLIES

Well, oi'll be beaten with a bottom of brown thread. It's all over fur this month. Oi'd jus' like to say as if you've got any of them thar tips, letters an' all, send the little beggars in. At least as oi'll have a laff then. (*Sez who? Ed.*) If you 'as anything to say about them adventure whotsits, wroight to me, The Man With The Beard, Adventures, ZERO, 14 Rathbone Place, London W1P 1DE. And remember: our turkey roast ZERO journalists – they're bootiful, really bootiful...



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THE PAGE THREE* COMPO

*Well, Page 99, Actually



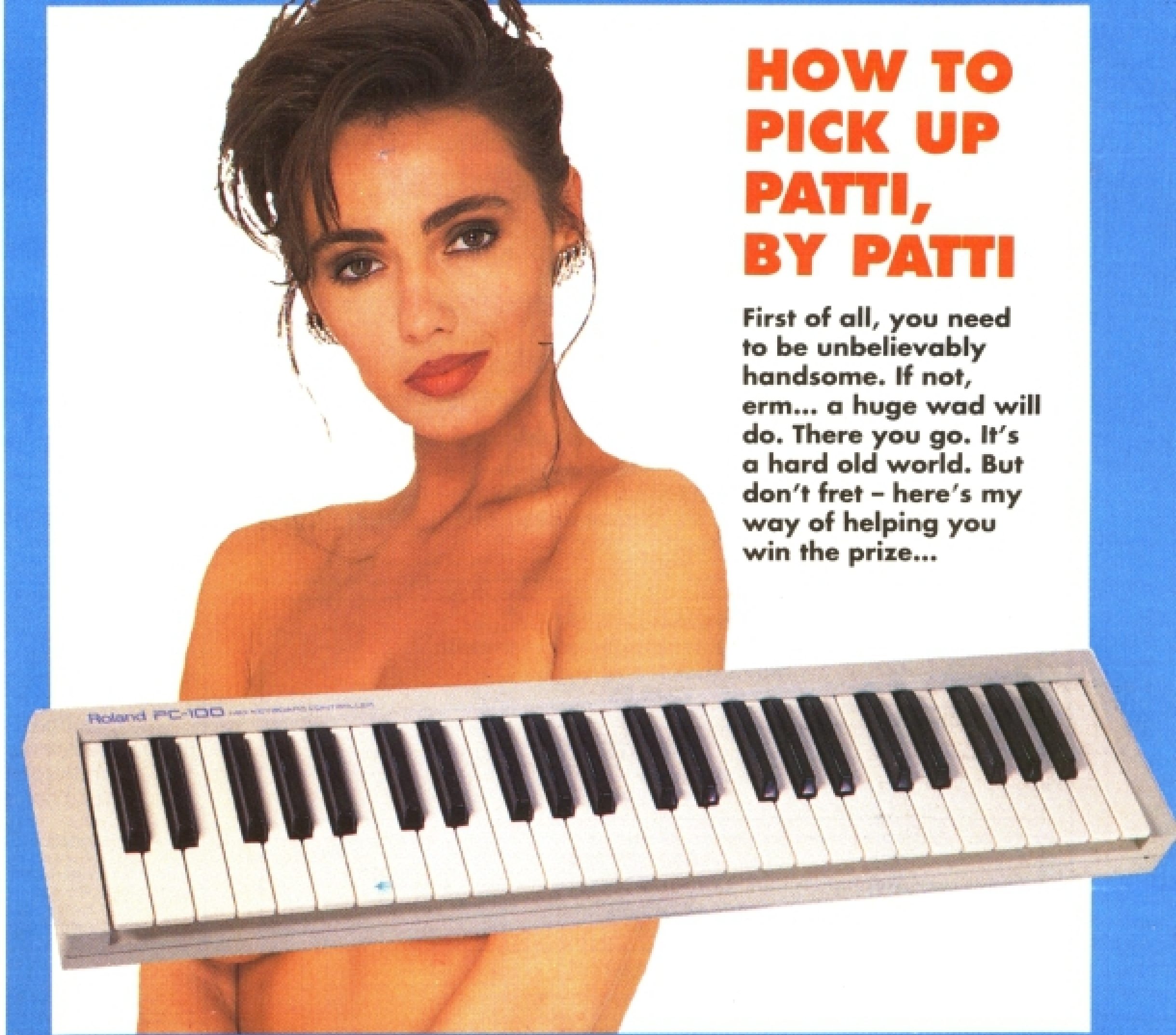
Hi. I'm Patti. Passionate, pouting, pretty Patti, to be precise, and I'm here to offer you a wonderful free prize. This is all thanks to **Activision** – who is celebrating the release of *Leisure Suit Larry III*, its rather rude new animated adventure...

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HOW TO PICK UP PATTI, BY PATTI

First of all, you need to be unbelievably handsome. If not, erm... a huge wad will do. There you go. It's a hard old world. But don't fret – here's my way of helping you win the prize...

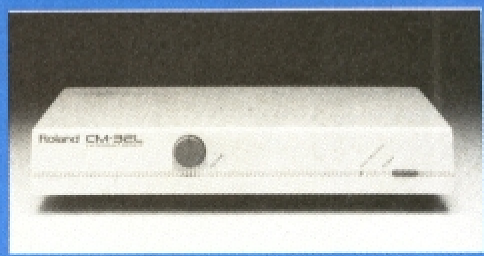
To win the prize you've got to pick me up. Let's pretend that you're a really old, really ugly, really poor, really smelly, really useless and totally unlikeable scumbag. Hmmm. I wouldn't bet a fiver on your chances, would you? But I'm afraid that for the purposes of the competition, that's who you are: a smelly old git-bag. You don't stand a chance.

Kaboom! Blimey! Out of a blinding flash, a fairy has just appeared. Look, she's trying to tell you something – hang on a minute, we'll just turn up the volume.



"I'm the Relatively Approachable Fairy of the South-South-West and I'm going to give you one chance to pick up pouting Patti. You'll find yourself bumping into her at a party, and she'll give you five valuable seconds of her attention. This is where you 'deliver the goods' – in the form of a 'chat up line' – but it's got to be good (don't forget how disgusting you are). If it is good enough however, passionate Patti will let you, um, take her to bed basically – but there's one condition. You have to be home by midnight.

So that's all you have to do: deliver a 'killer' chat up line in under five seconds (i.e. not too wordy). The most successful chat-up line gets the prize. Fill in the coupon and send it to **What's A Nice Girl Like You Doing, Um, Here So Often, Um, In A Place So, Er, Um, Er, Do You Want A Drink? Compo, ZERO, 14 Rathbone Place, London W1P 1DE.**



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- No employees of Dennis Publishing or Activision are allowed to enter. Anyone who tries will be superglued to Claire Rayner.
- Closing date is February 28th 1990.
- The Ed's decision is final. A large cheque might sway things but it's highly unlikely.

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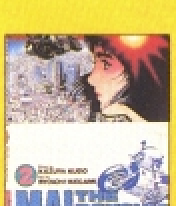
Arkham Asylum is a dark and broody exploration into the realms of psychological horror, that leaves you wondering whether Batman is as insane as the Joker! No wonder it was kept back until the movie had secured its PG rating. Surprisingly enough, the original plan for the Joker to wear a Madonna style basque has also been cut. Still, we're left with a nicely packaged graphic novel with excellent gothic artwork from Dave McKean and gripping story by Grant Morrison. A tad expensive but note – there won't be a softcover version for at least a year!



MECHANIX

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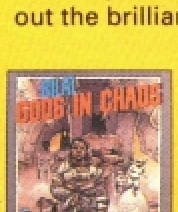
This is a Titan compilation culled from Jaime Hernandez's work on *Love And Rockets*, a Canadian comic from Fantagraphics. Mechanix follows the adventures of a group of rebellious teenagers living in suburban USA. There's punks, hispanic gangs, goths and lesbians, all stylishly drawn in black and white and very much in the European tradition. Some strips are realistic treatments of the characters' relationships whilst others venture into the realms of fantasy from women wrestlers to superheroes like Penny Century. It's not the usual old militaristic comic fare but without doubt truly worth a read.



MAI THE PSYCHIC GIRL

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Published in English by Viz Comics (not the smutty one), *Mai* is massive in her home country of Japan. She's basically a 14 year old schoolgirl who has (you guessed it) psychic powers. It's a tale of corruption and an attempt to manipulate Mai and her kind to assist in a bid for world domination, and is rendered lovingly in four volumes each containing around 300 black and white A5 pages. It borders on sentimentality at times and works out a tad expensive but if you rate Japanese comics, then you'll certainly like this one. For a taster of far Eastern comic art, check out the brilliant Kutsuhiro Utomo's *Akira* from Epic.



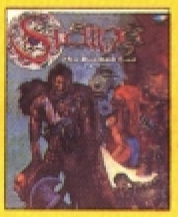
THE GODS IN CHAOS

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The Gods In Chaos is the first part of a trilogy. The second part, *The Woman Trap*, is now also available. Drawn by Yugoslav born Enki Bilal, it's a realistic fantasy set in the future, but based on real locations. The artwork and use of colour are brilliant and Bilal is widely acclaimed in France, where he has resided since the age of nine. Bilal is just one of many European Bande Desinée artists worthy of mention here and definitely worth checking out.







SLAINE THE HORNED GOD

Fleetway/£4.50 Softback

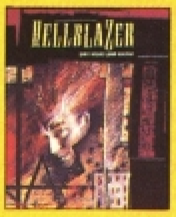
Here's a very popular *2000AD* character given the revamp treatment first in the weekly comic and then collected into this Fleetway graphic novel. Expect similar treatment for *Rogue Trooper* in the near future. Written by *2000AD*'s creator Pat Mills and drawn by Simon Bisley, it's great to see an old British character presented on a par with American graphic novels. It's one of a three volume adventure. Oh and also nice to see Fleetway challenging the Titan compilation monopoly 'cos it awards the artists royalties when reissuing their work.



DOCTOR STRANGE AND DOCTOR DOOM: TRIUMPH AND TORMENT

Marvel/£12.95 Hardback

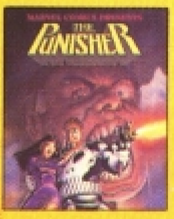
Two more old stock characters, this time from the Marvel stable, treated to a prestige format graphic novel. Dr Doom, the baddy (who's about to appear on computer screens on the Empire label) goes on a quest with sorcerer Doctor Strange into Hades to rescue his mum's soul! It's written by Roger Stern, and artworked by Michael Mignola (of DC's *Cosmic Odyssey* fame) and Mark Badger. Fans will love this one-off original tale.



HELLBLAZER

Titan Books/£6.50 Softback

John Constantine was the creation of Alan Moore and first appeared in DC's *Swamp Thing*. Then he was given his very own adventures in *Hellblazer* written by Jamie Delano and drawn by John Ridgeway. Constantine is a psychic detective with rather dubious morals. If you missed the original comics in colour, then you'll have to make do with this black and white compilation. It's a complete story collected into one book and there's a second volume available too.



THE PUNISHER

Marvel/£5.95 Softback

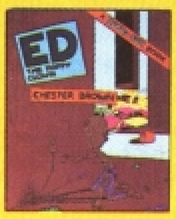
The Punisher is comics' answer to *Rambo*. He's the vigilante that makes Charles Bronson look like Mr Bronson from *Grange Hill*. After *Batman*, he's set to be the next comic character to make it to the big screen. *The Punisher* movie and computer game tie-in from The Edge are scheduled for March. This compilation of the original Marvel Limited Series is basically mindless violence and similar twaddle, hem, hem. Not our cup of tea at all.



MARSHAL LAW

Epic/£2.95 Softback

Marshal Law is a relatively new character. Here's his latest offering from Epic comics. It's a special one-off complete story in prestige format, drawn by *2000AD* artists Pat Mills and Kevin O'Neill. Set in a future world, the Superheroes here are the baddies(!), except of course for Marshall Law who is pitted against them all in the name of justice. It's got great detailed, gloomy comic artwork, violence and a quirky sense of humour. And this whole issue heavily ridicules much of Marvel's stock of superheroes! It's just brilliant.



ED THE HAPPY CLOWN

Titan Books/£5.95 Softback

Another Titan compilation, this time culled from the cult Canadian comic, *Yummy Fur* by Chester Brown. Another black and white work aimed at the more mature reader, Ed's story is a hopeless one. All manner of rather rum happenings befall him, not the least of which is the fact that a miniature Ronald Reagan's head (from a parallel universe) grafts itself onto his, erm, thingy... A comic landmark not for the squeamish.

STUFF STOCKISTS

Available from most specialist comic shops. All the examples shown here were obtained courtesy of Comic Showcase, 76 Neal Street, London WC2. Showcase offer a mail order service plus15 per cent p&p. Details on (01) 240 3664.



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GAUNTLET II

CLASSIX/£9.99 ST & Amiga

Remember the good old days before you bankrupted yourself buying that totally fabbo 16-bit micro? When you used to bankrupt yourself playing totally fabbo coin-ops instead? You do? Then you may well remember *Gauntlet II* from your halcyon days of dosh slotting. Up to four people can play at once in this superb conversion – provided you have the readies for a joystick adaptor.

Warriors, Valkyries, Wizards and Elves are pitted against such monsters as ghosts, grunts, demons and... erm, death – a hooded nasty from Darth Vader school of designer knitwear. Acid puddles wander around aimlessly (don't they always?), thieves come and nick your gear and life seems to end with alarming regularity. Superb gameplay, a lasting challenge... it all adds up to a classic package. *Gauntlet II* is worth a brown crispy one from anybody's wallet.

OVERALL SCORE 90

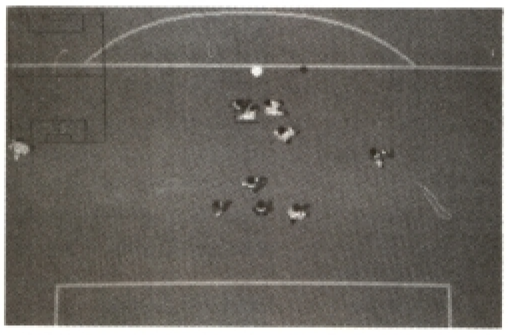


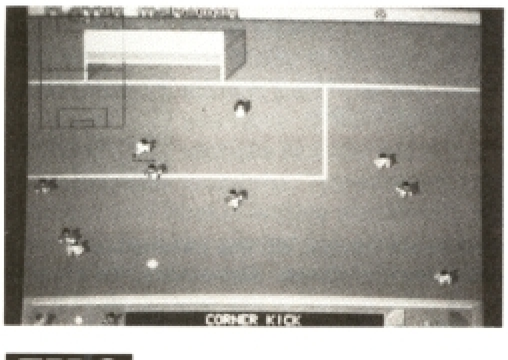
KICK OFF: EXTRA TIME

Anco/£9.99

This is an expansion disk for *Kick Off* which was the greatest footballing happening since Bolton won the Sherpa Van Trophy earlier this year. Used in conjunction with the original *Kick Off* disk, it offers a whole host of new features, and improves on some of the dodgy bits of the original to boot.

Amongst the new options are four new team formations, including 'Falcon', which relies heavily on the wings for attacking. (Falcon-wings – geddit? Ho hum.) There are also different pitch types, wind conditions, and pitch conditions to select. Dino Dini has assumed that anyone buying this is already familiar with the method and speed of *Kick Off*, and so *Extra Time* plays even faster than the original.





For those already in posession of the original, *Extra Time* is a brilliant addition. The new options alter the game for the better, and it plays incredibly fast. The best just got better.

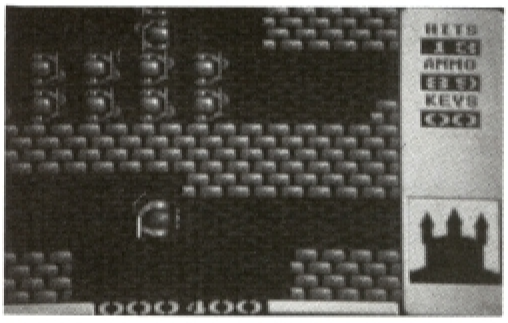
OVERALL SCORE 80

EAGLES NEST

Smash 16/£4.99

Eagles Nest is reminiscent of *Gauntlet* – with a new twist. You are a strong, stiff upper lip type, hindered only by a profoundly silly moustache. Your task is to invade the Eagles Nest, a Colditz style castle, and ultimately rescue three of your buddies. This is acheived by charging round hunting for the said mates, collecting the keys, ammo and food that the Nazis have left lying around – no wonder they lost the war if they were this forgetful.

The graphics are a bit blocky – 'scrolling' is too generous a term to describe how the screen moves. Sound is nothing special, being just the usual spot samples thrown in here and there. That said, *Eagles Nest* is a good mix of arcade blasting and a little bit of strategic planning. Arcade adventure freaks will love it to bits.



OVERALL SCORE 77

AMEGAS

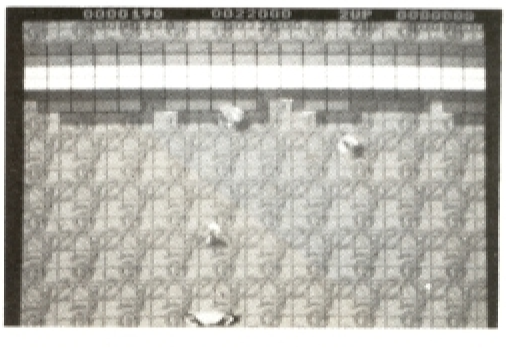
Smash 16/£4.99

Arkanoid rip-offs seem to be a necessary ingredient for any software house launching a budget label these days, and Smash 16 is no exception. *Amegas* involves bashing bricks out of a wall at the top of the screen, with a bat situated at the bottom. Gosh. That's a surprise.

All the usual extras are available, including bigger bats, three balls simultaneously etc., plus other features which make *Amegas* a far better game than your average rip-off.

However, the graphics are a bit plain and sound is okay but nothing spectacular. It's on the gameplay front that *Amegas* excels 'cos it's addictive and has the advantage of using the mouse with two 'fire' buttons. At five quid *Amegas* is a brilliant bargain and a half.

OVERALL SCORE 79



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THE READERS' PAGES

Send all your old crap to Yikes, ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a well spanking free 'gift' in it for you.

CLAIMS TO FAME

Well, well, well. One month we have no 'contestants' at all, and the next we have about nine squillion. So, Ladies and Gentlemen, please put your hands together for the following....



This is Peter Templeman of Cleveland, who writes thus: "Bob Holeness (sic) eat your heart out. You asked for a celebrity and by golly, now you've got one...." Oh yes. So we have. Um, it appears to be Count Dracula. ***(It's Ray 'Snooker Supremo' Reardon actually. Ed.)***



Jaz Singh, a computer programmer, points out in his letter. "The gentleman next to me is my former personal adviser, Cliff..... something or other". Eh? That's never Cliff Richard? Surely not? ***(He means Cliff Barnes from Dallas. Ed.)***



Stuart Ellen from Co. Durham sent this one of himself in the middle of an 'embrace' with Meatloaf (apparently taken at the Bristol Hippodrome last year). Well, what do you think? It looks like Meatloaf, but it could easily be someone who resembles him, couldn't it. Surely the 'real' Meatloaf is bigger than that – unless of course Stuart happens to be over eight feet tall, and 'big' with it. We'll give him the benefit of the doubt.

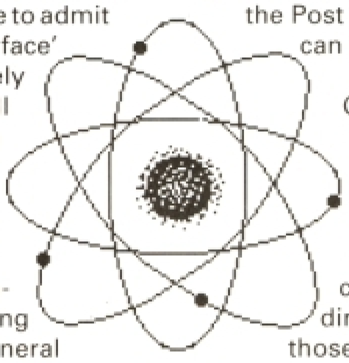


And finally one from Manchester. Someone's sister – Kelsey Jackson's sister to be precise – posing with none other than The Invisible Man. Coo, what a photographic coup. Full marks for ingenuity, but, unfortunately for Kelsey, it doesn't get a prize. Ho ho.

ASTRONOMY CORNER

by Professor Bernard Nebula (The First Briton In Space)

After last month's space journey I'm safely back on earth, and can bring you the latest update on the Giant Space Spider that has been threatening the safety of everybody on the planet. Um, actually I have to admit to having a bit of 'egg on my face' over this one. It's not entirely my fault though – if you recall I was acting on a tip-off from a mole at NASA – so it was all their fault really. Heather Couper fell for it as well, and she's a 'professional astronomer' (even if she *is* a woman), so it's hardly surprising that I got caught up in the general panic. In future I'll stick to my own beliefs, because to be quite honest with you I suspected something was slightly amiss from the word go – it's just that I kept it to myself because I didn't want to make NASA (or Heather Couper) look stupid. I actually wrote this down months ago on a piece of paper and mailed it to myself inside a postmarked and dated sealed envelope, so I'd have total proof that I wasn't duped – but unfortunately it got mislaid somewhere along the line by the Post Office: so a little of the blame can be apportioned to them.



Oh well, here goes on the Giant Space Spider. Um, it wasn't actually very 'giant' after all. In fact it wasn't even alive. It was, erm, actually a little Money Spider that got stuck on Voyager 3's camera lens at some point directly before its launch all those years ago. So we're all quite safe after all. Hang on a minute – there's a fax coming through on my personal machine. (Fax feeds through at about one inch per year.) Oh, it's from Heather Couper. Crikey: this can't be possible, I've got to get to The Pentagon – quickly. I'll fill you in next month.

BUILDING TIPS

by Robert McAlpine Junior

Hello builders. Had a constructive month? I have – building a ten metre long, three feet high garden wall for an elderly next door neighbour. A whole month might seem a bit excessive for such a small wall, you may think. But don't forget – I do things the Robert McAlpine Junior way, and in the case of this wall I paid particular attention to the foundations. The soil in the garden gave me cause for concern, being a little on the sandy side: "It could easily shift an inch or two within the next 800 years," I informed my worried client. So I decided, for a firm base, to hire a JCB and start the wall from a sensible depth – fifty feet below ground level. This is what took the time. But it's finished now, and with the soil I excavated I was able to include, free of charge, a 22 foot high rockery (or in this case, due to lack of rocks, a 22 foot high 'sandery'). What have you been up to though? A quick check in the mailbag should help to illuminate.

Dear Mr McAlpine Jnr.

I have been following your course on building carefully over the last few months, and have found myself agreeing with most of your points. However, in Issue Two I found an article which provoked me into writing this letter. It was from a certain Mr Steve McDougall of Gwent (boyo). He stated that buildings should be knocked down with a sledgehammer. This is probably why he is not as popular in the builders' world as you are, Mr McAlpine. I would personally have adopted the following technique:

1) Have a cup of coffee
2) Have another cup of coffee
3) Buy a meat pie from Ming's Chippy
4) Have a cup of tea
5) Seriously contemplate standing up
6) Eat the meat pie and have another cup of tea (to increase the digestion rate of the pie – union rules)
7) Place seventeen 2.27 pound sticks of dynamite, three metres apart from each other, at convenient places around the building
8) Strategically run to the other end of the street in the hope of outrunning the fuses' 'burn time'
9) Watch the building get the shite blown out of it
10) Inform the residents of their misfortune. (You did remember to evacuate the building didn't you? Oh dear.)

If you think *that* was stunning, wait till next month when I'll tell you how to get out of the police station using the system known as 'bail'.

Steven Pinky Pickering
Pinky Builders Merchants, Preston

Well, yes. That would certainly 'do the trick' as it were – but what a noisy way of going about things. Still, well done anyway – and I hope you get enough money together to meet the bail requirements. I've got some hod-carrying tips for everyone next month, so see you all then.

BLACK SHAPE

(The Alternative Letters Page)

I've got a McDonalds 'McGherkin Bits That Everybody McFishes Out And Throws In The McBin' Burger (and regular fries) to eat, so I'll deal with you lot as quickly as possible this month. Oh, and some of you are DELIBERATELY getting my name wrong. I wasn't born yesterday you know – Black Sheep indeed. The name's Shape, Black Shape (licensed to cut you off in mid-sentence, so watch it!)

Dear Black Negligée
I've recently sold *(....sniiipp. Warned you loads of times.)*
Black Shape.

Dear Mister Black Shape
As an utterly complete computergames-oholicfreak (how's that for a Scrabble word?) *(Totally useless – no Z's. Black Shape.)* and buyer/reader of almost all the English, German and Dutch computer magazines, I thought I'd let you know what I think of your new mag.

I've compared the following six magazines with each other: ACE, TGM, C&VG, The One, ZERO and Aktueller Software Markt, and will compare them on the following points. Price, number of pages, number of reviews, rating system, extras and overall quality.

(He goes into a lengthy comparison which takes up three sides of A4, so I've done a 'sniiipp'. Black Shape.)
So there you have it! Right, and how about some conclusions? Well, I am not going to conclude anything. So why the hell did you bother to compare them? you will ask. *(Well? Black Shape.)* Well, the answer is this: I didn't have anything to do, you see. I had no new game to play, and I have read all the latest issues of all the above mags, so I am waiting for the next batch.
Rob Nengerman, Eefde, Holland.
● *Cripes, they certainly keep you pretty busy out there in Holland, don't they. Actually, you inspired me to do a comparison of six countries (based on their distance from Denmark): The contenders were Italy, Portugal, Spain, Greece, Holland and New Zealand. New Zealand won. Well done, and we'll be sending a prize to every single New Zealander in 'due course'.*
Black Shape.

Darling Black Shape
Hello, how are you? I myself am fine, thanks for asking. *(I didn't. Black Shape.)* Oh, and unlike T.N. McKellar, who will never forget seeing Sean Connery as Ghandi in Alan Parker's blockbuster epic *Butch Cassidy And The Sundance Kid* on the Big Screen, I have completely forgotten seeing it.
Charlie Cameron-Brown, Bungay, Suffolk.
● *I wondered if Sean Connery had any recollection of it himself, so I phoned up his Sussex residence to inquire: unfortunately I couldn't get through as, according to the operator, he hasn't paid his phone bill for six months. Yes, that's right – you heard it here first – Sean Connery has been cut off by British Telecom.* **Black Shape.**

Dear Black Shape
A couple of days ago I ate TWO McVities digestive biscuits in one minute and 22.87 seconds. I do not usually eat as fast as that, but I was very hungry indeed and just had to get some nourishment into my digestive system. I suppose that's why they're called digestive biscuits.
Ross Hatcher, Aylesbury, Bucks.
● *I got onto McVities, who assure me that Digestives are circular, semi-sweet biscuits made from wholemeal flour which do aid the digestion process. So you were right, well done. McVities also pointed out that your consumption time of 82.87 seconds might well be a world record, so I asked Norris McWhirter (see the Yikes Interview).* **Black Shape.**

Dear Black Shape
Your Issue One 'freebie' *Recoil* is a completely pointless, monotonous and terminally crap game. I got more enjoyment throwing the 58 paper planes I made from your magazine out of the window than I did from playing *Recoil*. Seriously though, the mag was great – shame about the game.
P. Seatan-Smith, Redditch, Worcs.
● *Call me falsely optimistic and obtuse if you like, but I get the idea – reading between the lines – that you actually liked* Recoil *very much indeed. In which case, thank you for your compliments.*
Black Shape.

Dear Black Shape
There's a club in Hastings called 'The Crypt', where my friends and I congregate. It's a fun old dive where myself and Wookie Beast *(no more name-dropping. Black Shape.)* can practice our animal noises undisturbed (after partaking of a little Wild Turkey). Our only gripe is that they insist on playing naffo music. Whenever we politely enquire as to whether they could play a little Pink Floyd, Jimi Hendrix or David Bowie, we are met with a flurry of abuse. *(I'm not surprised. Black Shape.)* Maybe if you print this letter it will aid our cause (I know the mighty power of The Black Shape could bring these ignorant troglodites to their knees).
Simon, Squid, Count Duckula, Bill, Wookie, *(....sniiip)* Hastings, East Sussex.
PS. We have to spend our hard earned beer money on an arcade version of *Tetris* in the Crypt, so we beg you to send *(....sniiip)*.
● *Getting drunk on Wild Turkey and making animal noises while playing mindless arcade games is not the sort of behaviour Margaret Thatcher expects from our 'youth', so I've written her a letter asking her to stamp it out as soon as she's got the Poll Tax up and running this end of the country. And as for me talking someone into letting you listen to distorted recordings of a Fender Stratocaster 'feeding back' at about 8000 decibels: well, I certainly will not. What's wrong with Jason Donovan?* **Black Shape.** (erm... oh, let's just forget it. Ed.)

Black Shape
I didn't know Black Shapes could talk.
Jonathan Bell, Ashtead, Surrey.
● *Well, here's one that can also sing, dance and watch an entire episode of* The Little And Large Show *without vomiting.*
Black Shape.

Dear Black Shape
I write to complain about this consumer terrorism – it really has gone too far. First it was glass in baby food and fuse wire in crisps. And now, while eating my cornflakes this morning, I nearly choked on a small plastic dinosaur. What will these callous people think of next?
Gordon Bingham, Stewarton, Ayrshire.
● *Exactly. Still, 'Kinder Eggs' seem to have been rumbled.* **Black Shape.**

READERS WIVES

(AND ERM, THINGS)

Brilliant. We've got a passport picture. It was sent in by Alan 'Hide All The Kitchen Knives' Thorne of Stockton-on-Tees, and is the mugshot of his much beloved sister. We actually think she looks quite nice, but here's what Alan had to say in his letter...



"She's not exactly the happiest person in the world, but this just about says it all. Even pictures of well known female murderers don't measure up to this. Something I would like you to take into consideration is that I'm risking my life if you print it and my sister catches a glimpse of it in your glorious publication. In fact I may be risking castration."

Go on. Dig out those horrendous passport photos (or whatever) and send them to us at Yikes, ZERO, 14 Rathbone Place, London W1P 1DE.

THE yikes! INTERVIEW

NORRIS McWHIRTER

Every month, Yikes interviews a 'famous person' on the dog and bone: and what a palaver it sometimes is. You phone 'A', who puts you through to 'B'. You explain to 'B' what you want, and get put back to 'A' again. 'A' apologises and puts you through to 'C', who doesn't understand you and puts you through to 'D', who in turn puts you through to 'E'. After a lengthy hassling session, 'E' gives you another eight telephone numbers and bids you farewell. Then you phone up 'F', 'G', 'H' and so on, until you finally get through to 'N'. 'N', in this case, stands for Norris McWhirter, the brains behind BBC's *Record Breakers* (and, ahem, chairman of The Conservative Family Association). Was it all worth the telephone bill though? Um, no, not really actually – but read on anyway...



Norris: Fire away then – I'm an extremely busy man.
Yikes!: Erm, so how did you get interested in 'records' in the first place?
Norris: Well, when my late brother and I were younger, we lived in a house in north London and used to get 150 newspapers delivered every week – so we'd scour through them for interesting items and cut them out. It all started from that.
Yikes!: Blimey. Um, how come you got 150 newspapers a week?
Norris: Well, our father, William McWhirter, was editor of *three* newspapers: the Sunday Pictorial, the Sunday Despatch and the Daily Mail. In a sense you could say *(Norris leads into a sort of 'joke')* that he was actually a 'record breaker' himself. *(Boom boom.)*

That's disgraceful. He ought to be locked up.

Yikes!: Ho ho ho. Erm, yes, very funny. One of our readers claims to have eaten TWO digestive biscuits in one minute and 22.82 seconds. Is this a record?
Norris: Well, first of all, to put you right, there *isn't* a category for the consumption of digestive biscuits – but even if there *was*, your reader's time of 82 seconds for two would seem to be far too slow to constitute a record.
Yikes!: Oh. Never mind, how about this one then. One of our staff members has successfully driven his car for eight seconds at 60 mph: with his eyes totally closed. That must be a record.
Norris: Where did he do this? On an airfield or something?
Yikes!: No, he did it on a winding country lane , actually. (He was drunk.)
Norris: That's disgraceful. He ought to be locked up. He certainly wouldn't grace the pages of the Guinness Book Of Records by carrying out a stupid stunt like that. Disgraceful.
Yikes!: Are there any other 'gratuitously dangerous' stunts you haven't included in the book?
Norris: Well, one chap wanted to do a free-fall parachute jump while handcuffed. The idea was that, on his descent, he would pick the lock on the cuffs, and only when his hands were free could he operate the rip-cord. Crazy!
Yikes!: To move from the book to the TV programme, um, whose idea was it to get Cheryl Baker in to co-host. And more importantly, *why*???
Norris: It was nothing to do with me, someone at the BBC had three requirements for the post. Firstly they wanted a girl, secondly they wanted a girl who could sing, and thirdly they wanted a girl who could sing *and* be jolly and jovial.
Yikes!: Well, we're with you on the 'girl' bit, and the 'jolly and jovial' bit, but it has to be pointed out that Cheryl Baker isn't actually very good at singing.
Norris: What do you mean? She won that Eurovision Song Contest didn't she? And she can certainly sing a lot better than I can. Mind you, I can't sing at all.
Yikes!: Oh. Is it at all true (we read this in the papers) that after one recording of the show, because he was miffed at her fluffing so many links, Roy Castle gave Cheryl a backhander across the mouth which loosened three of her teeth?
Norris: Oh, no, Roy wouldn't do something like that, it's so unlikely. He has such a slow temper. He's got four children and I've met them all. He can play *The Flight Of The Bumble Bee* on the alp horn, and believe me, it's pretty hard to do – even on the trumpet. And another thing about Roy is that he can tap dance. He's got the world record. He performed a million taps over a period of 23 hrs. That's eleven taps per second. I'll give you his telephone number, so you can check on that story. *(I'm sure it can't be true. Ed.)*
Yikes!: To get back to the book – um – we want to be in it. You know those 'domino toppling championships'?
Norris: Yes. They look wonderful when they drop, don't they.
Yikes!: Yes, they do. And we've got for you the *shortest* 'domino topple' in recorded history. We've got it here: now – here on the phone. It's one domino, and we're going to knock it over. Listen carefully. (An almost undetectable 'click' sound.) There. How did we do, Norris?

The deer bot fly can travel at 860 miles per hour.

Norris: Ho ho. Well. You certainly get the world record for ingenuity. Nobody's going to beat one domino.
Yikes!: What, you mean you'll put us in your book?
Norris: Well, it's down to the editor really, you'll have to ask him.
Yikes!: Surely you could have a word with him for us?
Norris: Yes, I could I suppose.
Yikes!: Good. That's settled then. We're record breakers. Did you know that the deer bot fly can travel at 860 mph (at high altitudes)?
Norris: That's not true, you've exaggerated 26 fold. Anyway, I've got to go now. I'll just go and get Roy's number for you so you can check out that story.
Yikes!: Don't go, don't go, we've only got three more questions....
Norris: (Silence). *(He's gone to get Roy's phone number. Ed.)*
Yikes!: Did you know that the name Norris is derived from the ancient Celtic word Norrislaine, which means 'Purple Fire Lord'? Hello? Hello?
Norris: (Silence). *(He's not back yet. Ed.)*
Yikes!: Do you agree that the Poll Tax is actually an 'existence tax', and is grossly unfair and undemocratic? Hello?
Norris: ... Hello? I've got Roy's telephone number for you. Here it is (he reads it out). Goodbye. (Click.)
Yikes!: Blimey. He's hung up.

EDITORIAL COMMENT

So, according to Norris McWhirter, Yikes! now holds the WORLD RECORD for the minimum amount of dominoes toppled in a controlled experiment. It's official. Write in with your record breaking claims to the usual Yikes address.

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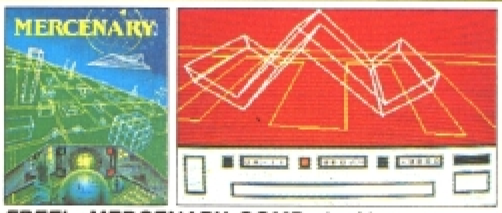
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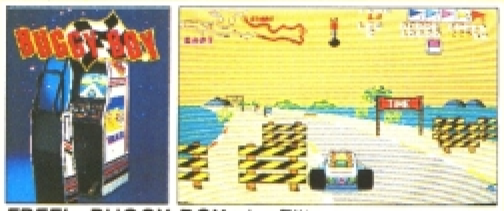
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SOFTWARE

- Any people out there sick of the same games ? Well I am! I've got about 35 games. Drop me a line and I'll trade some! Alan Muir, Ar-Tigh Bruce Gardens, Brightons, Falkirk, Scotland FK2 0HD.
- Amiga contacts wanted. Have large range of software including newest titles. Send s.a.e and list. Reply guaranteed. M. A. Longden, 74 Park Ave, Whitley Bay, Tyne & Wear, NE26 1OL.
- Atari 520 ST contacts wanted. Write to Lee Whitehouse, 24 Parker House, Kings Heath, Birmingham, B14 5LJ.
- Cool Amiga contacts wanted to swap latest stuff. 100% guaranteed reply. Send lists to Andrew The Greatest Contact In Europe, 31 York Road, Douglas, Isle of Man, U.K, Europe, Earth.
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PENPALS

- Atari ST contacts wanted. Write to 17 Winchester Ave, Chorley, Lancs, PR7 4AQ. 100% reply. Nearly forgot my name is Nick Green.
- Amiga contacts wanted to swap hints, tips etc. write with lists to: Jez, 5 Crestholme Close, Knaresboro, North Yorks, HG5 0SR.
- UCS are looking for reliable male or female Amiga contacts for swapping software, demos, ideas etc. Write or send disks/lists to Sabre, 2 Brookside, Gillingham, Dorset SP3 4HR 99.9%. Reply guaranteed.
- 68000 programer seeks graphics artist to help write games, demos, hacker intros (only kidding) write to Michael Diskett, 16 Eden Close, Heath Hayes, Cannock, Staffs WS12 5EB P.S. For Atari 520 ST.
- Amiga contacts wanted, send lists to Jay Dee, 63 Amberley Drive, Hove, Sussex BN3 8JP. 100% reply so write now.
- YO! Judge Dredd here. Hey Daz, where's my stuff? Thanks Daryl for SOS I love demos so contact me now. 100% reply. Amiga only. Dean Chick, 345B Baring Road, London, SE12 BYE!
- Amiga swappers/coders wanted to swap all the latest titles. Write to: N. Ireland *Untouchables*, 151 Princess Way, Portadown, Co. Armagh, N. Ireland BT63 5EL, or phone (0762) 336239.
- Fast Amiga contacts wanted to swap latest games etc. 100% reply, so get writing. A.S.G., Well House, Church Green Road, Bletchley, Milton Keynes, MK3 6DD.
- Amiga owner (25) would like to swop software, tips, phone numbers, etc, with similar age female 100% reply. Keith Lee, Security Squadron, RAF Marham, Kings Lynn, Norfolk.

MESSAGES AND EVENTS

- Help I am trying to find Ants O'Riley of Ants BBS and last known as Edge on Mirror World. Please contact Nemesis, 48 Manor Lane, Selsey, West Sussex, PO20 0NX. Please!!!!!
- OH! Hi ya guys, just like to say a word or two to my friends Peter K., Jason P., David H., and Ian N. you're all a bunch of Greeks !!! From your bestest buddy, Mark K.
- Lesley I'll love you until the stars burn out. Love and rhubarb from Figgis.
- Cirencester people! Could someone who knows Nicola Hibbert ask her if she still loves her ex-boyfriend. Get her to write to him through these columns. I'll wait till 1992.
- Cheats anonymous for those Amiga owners who have to, want to, would like to, cheat. Just write to D. Archer, 13 Devonshire Rd, Hornchurch, Essex RM12.

LONELY HEARTS

- A super cool dood (male) aged 16 is looking for a girl (similar age) with Atari ST to exchange tips etc. L. Tybinikowski, 2 Jonathan Close, Lymington, Hampshire SO41 9DY.
- Slightly crazy male (17) ST owner seeks female ST users (16+) to swap usual stuff. Also likes Club music and beetles. Joe, 26 Infield Gardens, Barrow - Furness, Cumbria, LA13 9JW.

WANTED

- Wanted Amiga A500, colour monitor, extra drive, upgrade plus load software. Will pay £400 cash A500 plus monitor £280. Please telephone 0782 835291 anytime. Thank you.
- Original *Blade Runner* sound track wanted (Not orchestrated version) also Jimi Hendrix memorabilia, old album sleeves, hippy jackets, waistcoats or anything psychadelic. Simon Baldwin, 60 Ghyllside Avenue, Hastings, TN34 2QH.
- I'm desperate to buy *Star Trek* for the Atari ST. Also I'm interested in buying a Nintendo Console. Phone Radlett 3099 ask for Grant.
- Has anyone got a disk drive for the Amiga going cheap. If so write to Eddie Paul at this address: 32 Seymour Road, Edmonton, London, N9 0SE P.S State price.
- Amiga Demos wanted to start a "You pay for postage only P.D Thingy". Send disks to Ed 123 Old Castle Road, Llanelli Dyfed, SA15 2SN and receive more info.
- Wanted help sheets on any game for the Amiga. Must be free but willing to pay small price. Please send sheets to Mr. S Morgans, 48 Hanbury Walk, Bexley, Kent, DA5 2JJ.
- One of your ZERO T - shirts for getting this in your mag, an excellent mag at that. Keep up the humour, excellent game for the ST, can't wait till next month.

FANZINES

- Bored of the same ST mags? Get *Megabyte* the utterly definitive Atari Magazine. Starts December, not available outside Herts without mail order £6.50/6 Paul Stothard, 75 Riverside, Leighton Buzzard, Beds.
- *Amiga Cheat Disk* issue 3 out now! 100's cheats, tips, hints; cheat listings, adventure solutions. For *Xenon 2, Strider, Jinxter* etc. price £3 send to J.S. Smith, 45 Maplecroft Crescent, Sheffield S9 1DN.

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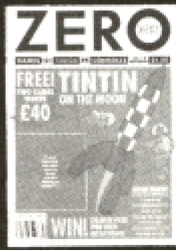
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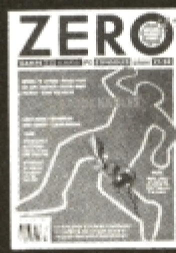
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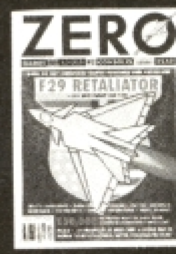
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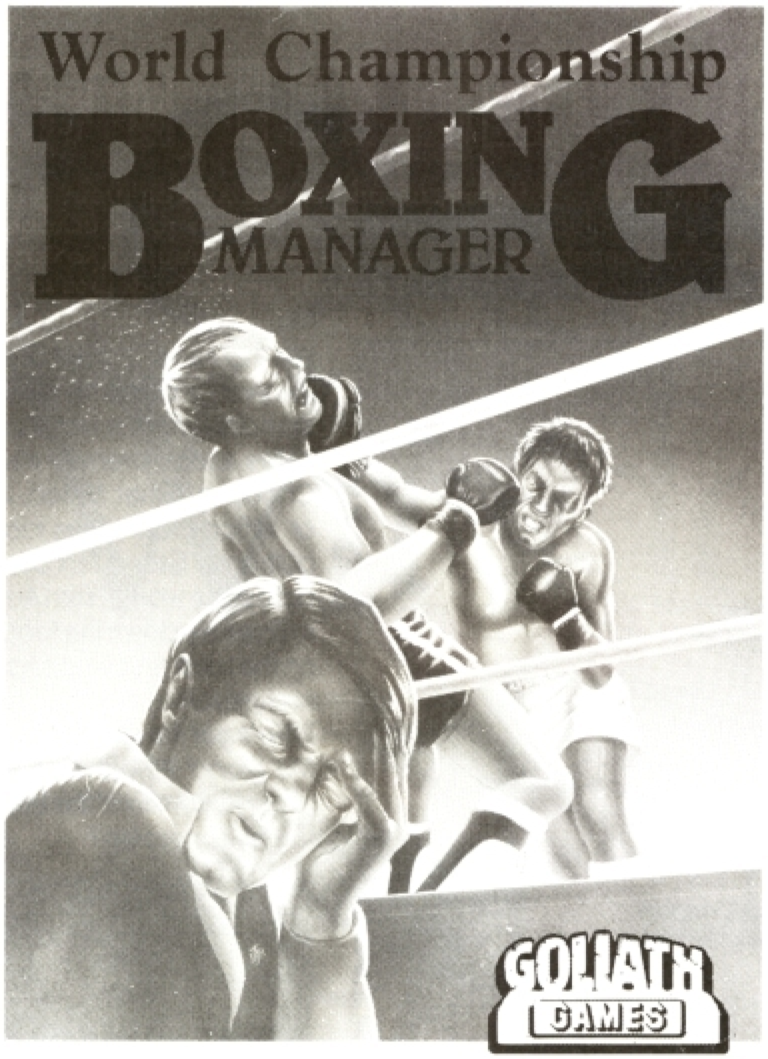




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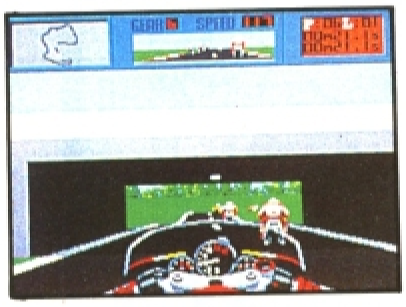
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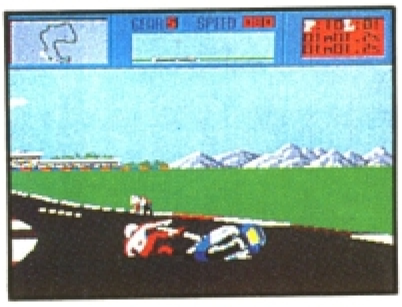
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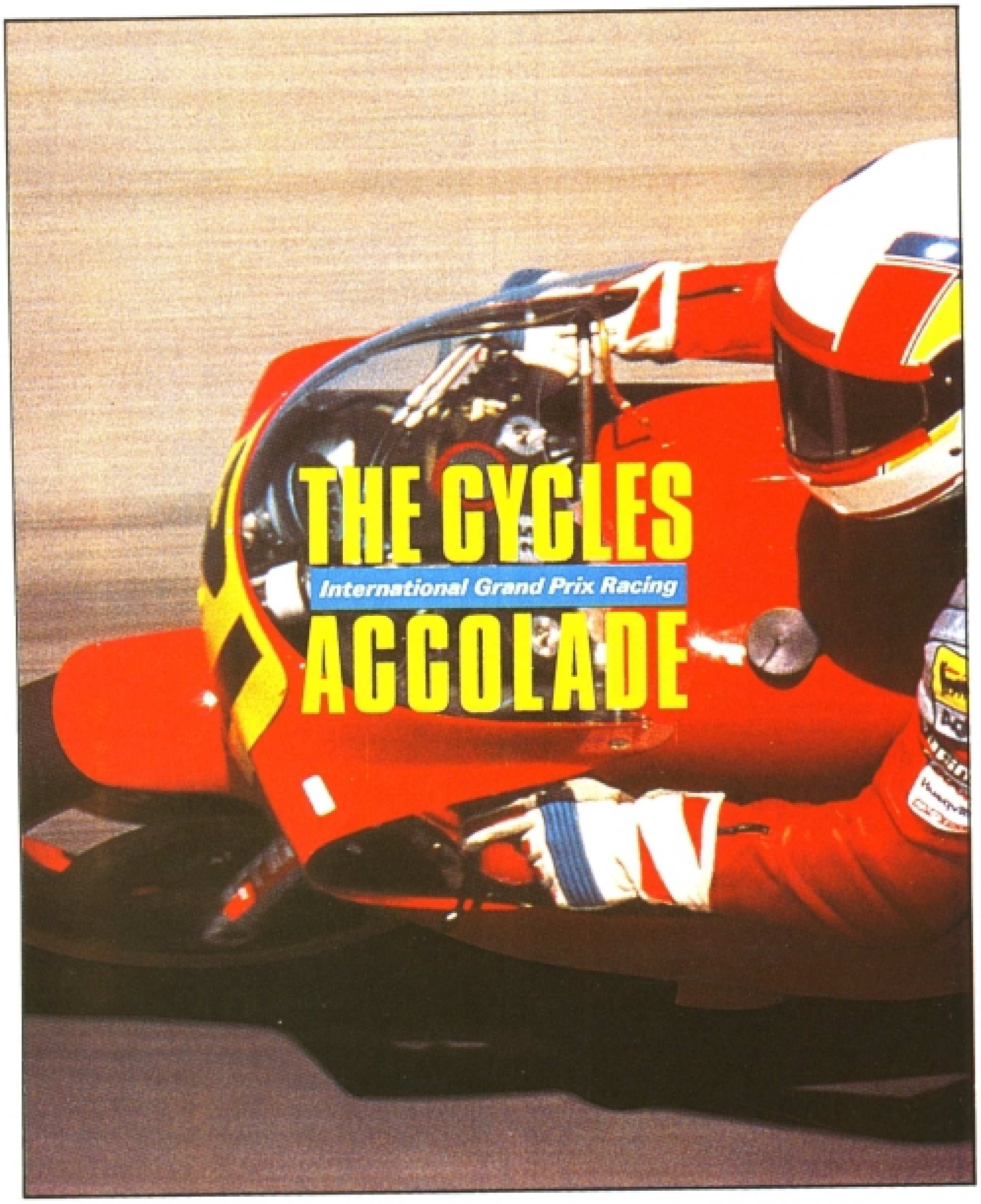
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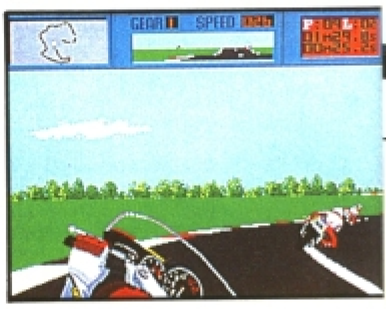
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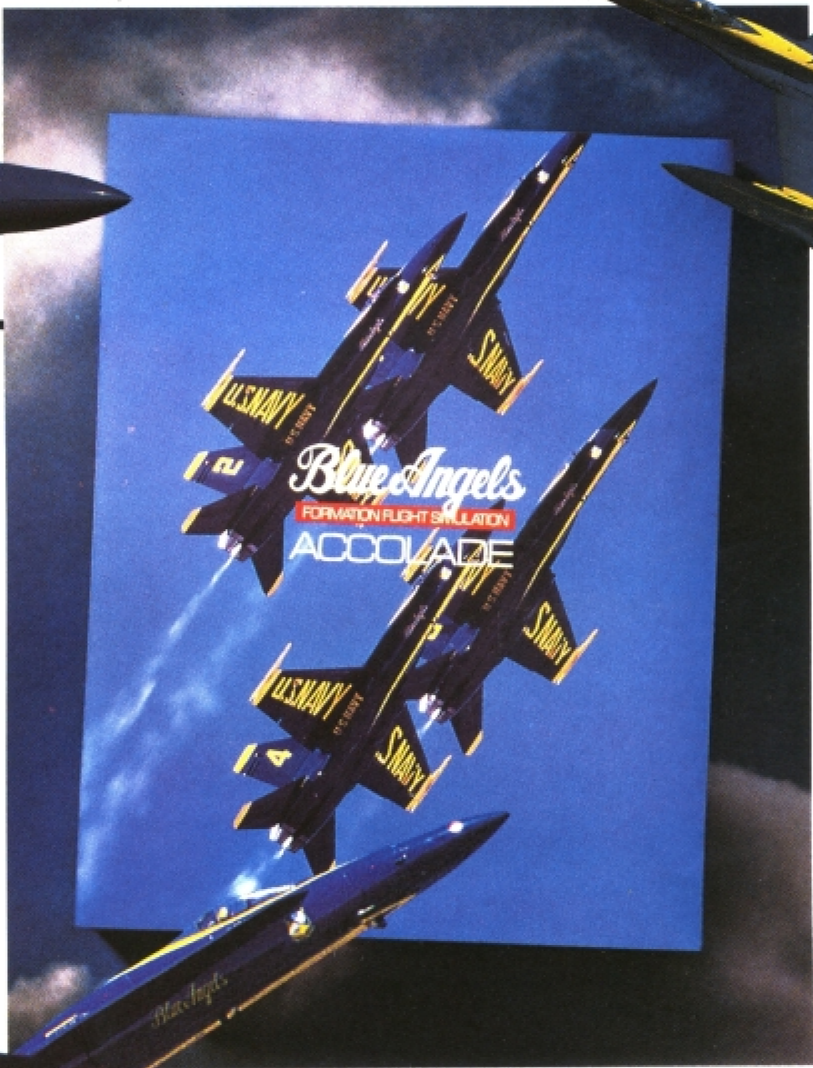
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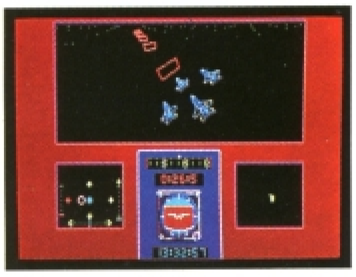
You've got the best seat at the air show—the cockpit of your F/A-18. And you're about to fly where only angels dare.





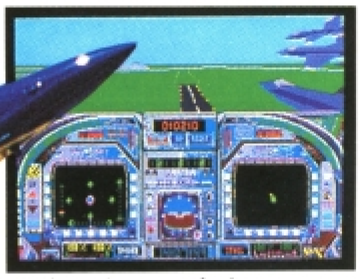


Blue Angels Formation Flight Simulation™ puts you wingtip-to-canopy with the acrobatic U.S. Navy aviators who've become legends of the sky. From ground school to the wild blue yonder, you'll practice and perform over 25 actual air show maneuvers.



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Actual game screens from IBM PC EGA version of the game. Other versions may vary.

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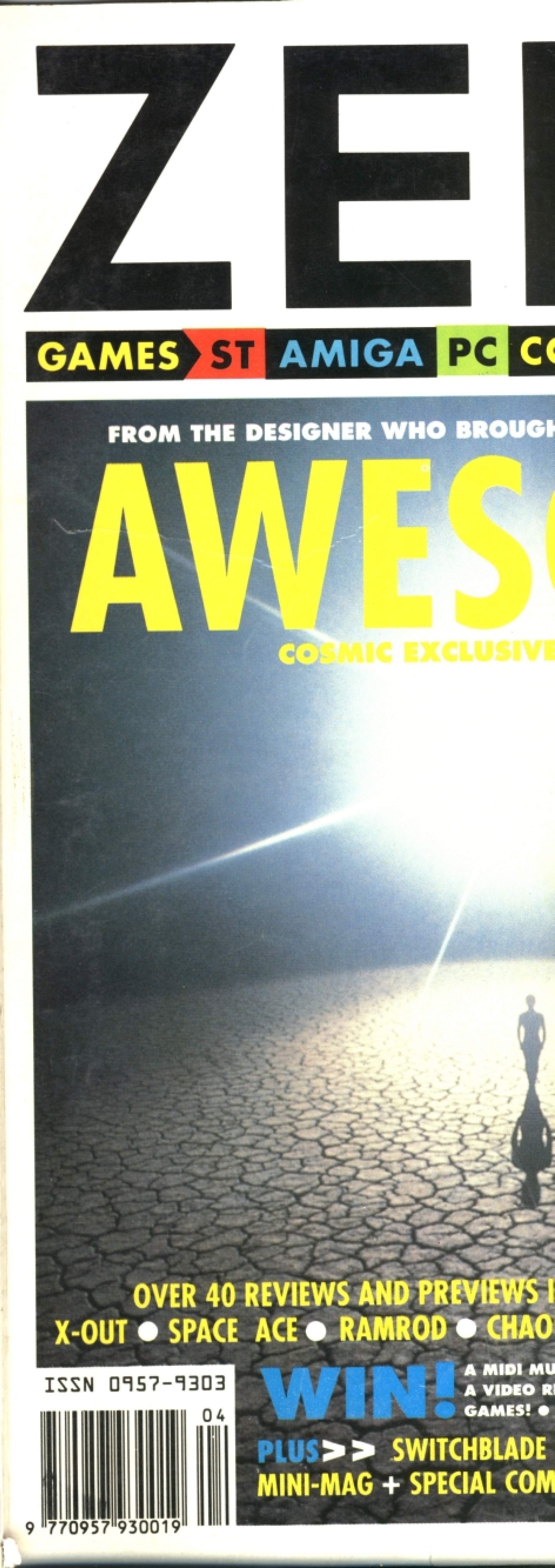
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